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KONAMI



# Suikoden® IV

幻想水滸伝

OFFICIAL STRATEGY GUIDE

This game  
has received  
the following  
rating from  
the ESRB:



COVERS PLAYSTATION® 2  
COMPUTER ENTERTAINMENT SYSTEM

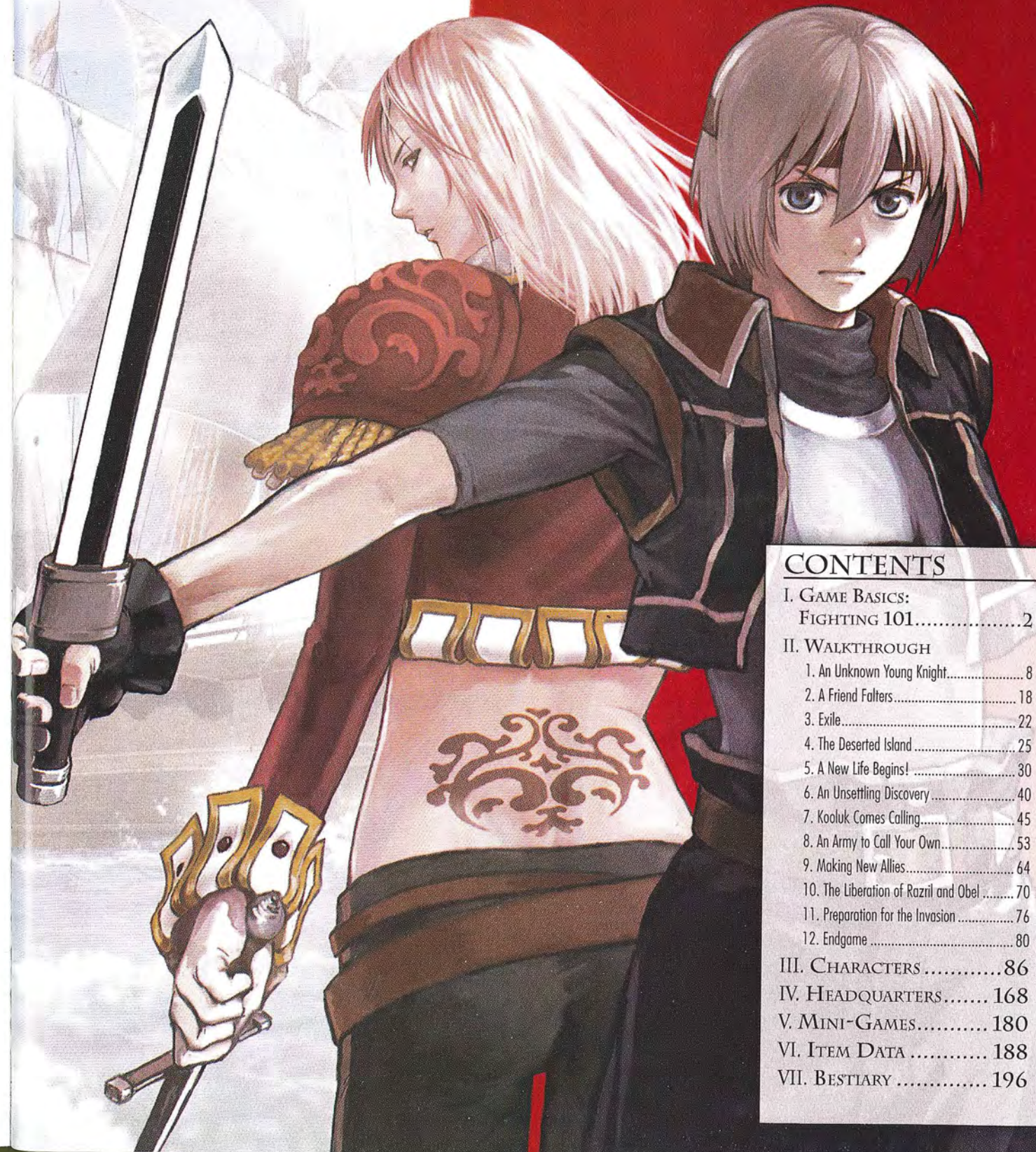


# Suikoden IV

— 幻想水滸伝 —

## OFFICIAL STRATEGY GUIDE

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# I FIGHTING 101

In *Suikoden IV*, you can look forward to mastering three different types of battles: Group Battles, Naval Battles and One-on-One Battles or Duels.



## GROUP BATTLES



A Group Battle takes place whenever your party is adventuring in dungeons, sailing across the ocean or any other place where random battles are programmed to occur. Most Boss Battles also fall into the Group Battle class. It is through these basic random battles that your party gains the experience points needed to level up and the Patch required to purchase weapon and equipment upgrades.

When you are attacked by an enemy, you have five options:

Fight                      Rush  
Retreat/Release        Auto  
Patch

### FIGHT



Choosing Fight initiates the actual battle. Battles are divided into rounds during which both your party and the enemy have the opportunity to cast spells, attack, defend or use items. Each round starts with you deciding upon your party members' individual actions. There are five options.

**ATTACK** This launches that character's standard weapon attack.

**DEFEND** This allows the character to defend him or herself during the current round of attacks. This reduces the amount of damage inflicted by physical or magical attacks.

**RUNE** This option allows you to access any runes you have attached to your body and cast magic spells.

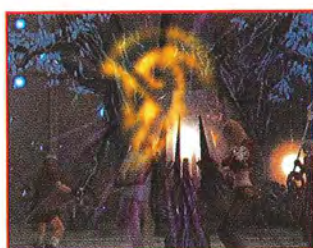
**ITEM** This option allows you to use an item during the current round of battle.

**COMBO** This option, when available, allows a Combo Attack which includes two or more of the characters in the party.

Once you've chosen the last character's actions, the round of battle begins. Attack order is determined largely by the speed. Attack strength is determined largely by the level of your weapon. If you aren't satisfied with the amount of damage a character does, look for a Blacksmith to strengthen that character's weapon. There are also runes, like the Warrior and Wizard Orbs, which double strength at the cost of defense points.

### RUNE MAGIC

If you dislike relying on weapons, rune magic is another option. However, to use rune magic, you must have a rune equipped on whichever slots are open on your Head, Right arm or Left arm. Certain rune orbs contain runes with support powers and others contain elemental magic. As you play through the game, experiment with different types of runes to see which ones really work for the characters you use most of the time.



### Special Runes

Special Runes are ones that belong to a specific character only, for example, the Hero's Rune of Punishment. You can not remove these runes. If you want to use their powers, you must get used to using the character who owns it.



#### RUNE OF PUNISHMENT

OWNER: HERO

LEVEL	SPELL NAME	EFFECT
Lv. 1	Eternal Ordeal	Inflicts 300HP of damage to 1 enemy, inflicts 30HP of damage to self.
Lv. 2	Double Edged Sword	Inflicts 150HP of damage to all enemies, inflicts 50HP of damage to self.
Lv. 3	Voice of Death	High percent chance of instantly killing the targeted enemy, 10% of instant death to self.
Lv. 4	Everlasting Mercy	Inflicts 500HP of damage to all enemies, restores 500HP to self.



#### BLINKING RUNE

OWNER: VIKI

LEVEL	SPELL NAME	EFFECT
Lv. 1	Ready!	Teleports 1 enemy off the battlefield. Backfires if it fails.
Lv. 2	Set!	-200HP of damage to all enemies
Lv. 3	Go!	Teleport all enemies off the battlefield.



#### SOUL EATER

OWNER: TED

LEVEL	SPELL NAME	EFFECT
Lv. 1	Finger of Death	Drains the HP from a single enemy.
Lv. 2	Black Shadow	Inflicts 300HP of damage on all enemies.
Lv. 3	Hades	Drain HP from all enemies.
Lv. 4	Judgment	Inflicts 1500HP of damage on a single enemy.



#### FALCON RUNE

OWNER: KIKI

Effect: Attack inflicts three times the damage on a single enemy.



#### SHRIKE RUNE

OWNER: MIZUKI

Effect: Attack inflicts double the amount of damage on a single enemy.



#### RED ROSE RUNE

OWNER: REINBACH

Effect: Attack inflicts double the amount of damage on a single enemy.



#### CHARM RUNE

OWNER: JEANE

Effect: Allows the wearer to charm the enemy.



#### WAKING RUNE

OWNER: ORNAN

Effect: Turns the wearer berserk when woken.



#### FIREFLY RUNE

OWNER: EUGENE

Effect: Makes it easier for wearer to be targeted by the enemy.

### Elemental Runes

For each of the elements there are two runes, a basic rune and an advanced rune. The basic rune contains the spells for Levels 1 through 4. The advanced rune contains the spells for Levels 2 through 5.



#### FIRE RUNE/RAGE RUNE

LEVEL	SPELL NAME	EFFECT
Lv. 1	Flaming Arrows	100HP of damage to 1 enemy.
Lv. 2	Dancing Flames	150HP of damage to all enemies.
Lv. 3	Blazing Wall	300HP of damage to all enemies.
Lv. 4	Explosion	500HP of damage to all enemies.
Lv. 5	Final Flame	700HP of damage to all enemies.



#### WATER RUNE/FLOWING RUNE

LEVEL	SPELL NAME	EFFECT
Lv. 1	Kindness Drops	Cures HP and status ailments of one ally.
Lv. 2	Breath of Ice	100HP Damage to all enemies.
Lv. 3	Kindness Rain	Cures HP and status ailments of all allies.
Lv. 4	Silent Lake	Temporarily suppresses magic use for both allies and enemies.
Lv. 5	Mother Ocean	Cures all status ailments, recovers all HP and resurrects a KO'd character.



#### WIND RUNE/CYCLONE RUNE

LEVEL	SPELL NAME	EFFECT
Lv. 1	Wind of Sleep	Puts all enemies to sleep.
Lv. 2	Healing Wind	Cures HP and status ailments of 1 ally.
Lv. 3	The Shredding	300HP of damage to all enemies.
Lv. 4	Funeral Wind	300HP of damage to one enemy, 25% chance of Instant Death.
Lv. 5	Shining Wind	500HP of damage to all foes, 300HP restored to all allies.



#### EARTH RUNE/MOTHER EARTH RUNE

LEVEL	SPELL NAME	EFFECT
Lv. 1	Clay Guardian	Increases all allies' magical and physical defense by 20% for 3 turns.
Lv. 2	Vengeful Child	Allows an ally to defend against magic once.
Lv. 3	Guardian Earth	Cure all allies of all status ailments.
Lv. 4	Earthquake	800HP of damage to all earthbound enemies.
Lv. 5	Canopy Defense	All allies defend against magic once.



#### LIGHTNING RUNE/THUNDER RUNE

LEVEL	SPELL NAME	EFFECT
Lv. 1	Berserk Blow	100HP of damage to all enemies.
Lv. 2	Thunder Runner	300HP of damage to one enemy.
Lv. 3	Soaring Bolt	600HP of damage to one enemy.
Lv. 4	Furious Blow	900HP of damage to one enemy.
Lv. 5	Heavenly Thunder	1500HP of damage to one enemy.

### Other Runes

The rest of the orbs contain runes with a variety of different support powers. Some boost stats or increase powers during battle, while others help by healing during or after a round of battle.

RUNE	EFFECT
Alert Orb	Holds Rune that awakens after the 4th turn.
Counter Orb	Holds Rune that enables more countering.
Double-Strike Orb	Holds Rune that doubles damage two ways.
Drain Orb	Holds Rune that heals when critical.
Fury Orb	Holds Rune that causes berserk.
Killer Orb	Holds Rune that increases critical hits.
Medicine Orb	Holds Rune that applies medicine.
Skunk Orb	Holds Rune that avoids being targeted.
Slash Orb	Holds Rune that enables "Flashes" command.
Sunbeam Orb	Holds Rune that gradually recovers HP.
Violence Orb	Holds Rune that causes 2-hit berserk.
Warrior Orb	Holds Rune(strength up + def. down).
Wizard Orb	Holds Rune(magic up + magic def. down).
Champion's Orb	Holds Rune that suppresses weak enemies.
Prosperity Orb	Holds Rune that doubles Patch gained.
Fortune Orb	Holds Rune that doubles EXP gained.

### COMBO MAGIC

When two or more characters in the party have the ability to cast Level 4/5 elemental-based spells, you can combine them into even larger, more powerful spells. There are five different Combo Magic; some Combo Magic spells have dual functions, hurting the enemy, while healing the party. When preparing to use a Combo Magic spell in battle, keep in mind two things: casting a Combo Magic spell uses up one of each characters Level 4 magic points; second, pay attention to the attack description when you choose your spell. Don't use a spell that hits all enemies when only one remains. Don't use a spell with a healing component when your characters are at full health or you plan on casting something like Kindness Rain during that same round.



#### SCORCHED EARTH

Combined Elements: Fire and Earth  
Effect: Inflicts 1500HP of damage to all enemies.

#### THUNDER GOD

Combined Elements: Thunder and Water  
Effect: Does 1500HP of damage to a single enemy. It also fully recovers your whole party.

#### FIERCE WIND FANGS

Combined Elements: Wind and Earth  
Effect: Inflicts 1500HP of damage to all enemies.

#### FLAME AWAY

Combined Elements: Fire and Thunder  
Effect: Inflicts 2000HP of damage on one enemy and 1000HP of damage on the remaining enemies.

#### WATER DREAM

Combined Elements: Water and Thunder  
Effect: Inflicts 900HP of damage to all enemies. It also fully recovers your whole party.

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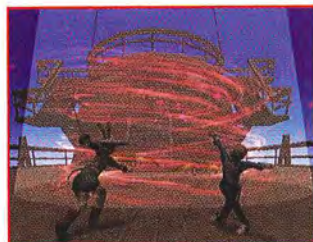
## ITEM

The Item command comes in handy when you don't have the spells—or the magic points!—to take care of your party's wounds. When you use the Item command, you can choose an item from your inventory for use on any member of your party. Items that cannot be used in battle appear greyed-out on the list.

## COMBO ATTACKS

Combo or Cooperative Attacks appear when certain groups of characters reach a set level of familiarity with one another on the battlefield. At that point a Combo Attack is unlocked where the two, or three, or four characters attack together in concert, increasing the amount of damage they can inflict on the enemy.

To unlock a Combo Attack, basically all you have to do is put together a party that has the members of the combo attack in it and then have them fight together for 10 battles. At that point the combo attack you are seeking will be unlocked. To upgrade their skill level together, they need to fight 20 more battles together to get to Level 2 and 20 battles after that to reach Level 3.



When a group of characters learns its combo attack, the group strikes a pose at the end of the battle.

## Two Character Combos

CHARACTERS INVOLVED	ATTACK NAME	RANGE	DESCRIPTION
Hero and Snowe	Friendship Attack	Single Enemy	Damage to a single enemy.
Hero and Snowe	True Friendship Attack	Single Enemy	1.5x damage to a single enemy.
Hero and Kika	Double Sword Attack	All Enemies	0.4x total damage to all enemies.
Reinhold and Charlemagne	Love Love Attack	All Enemies	0.4x total damage to all enemies.
Lino En Kuldes and Flare	Family Attack	Single Enemy	1.0x total damage to a single enemy.
Sigurd and Hervey	Pirate Attack	Single Enemy	1.0x total damage to a single enemy.
Warlock and Pablo	Master/Pupil Attack	All Enemies	120 HP of Earth damage to all enemies.
Selma and Mitsuba	Giant Sword Attack A	All Enemies	0.4x total damage to all enemies.
Karl and Helga	Physical Attack	Single Enemy	1.0x total damage to a single enemy.
Akaghi and Mizuki	Ninja Attack	Single Enemy	1.0x total damage to a single enemy.
Dario and Gau	Berserker Attack	All Enemies	1.0x total damage to all enemies.
Konrad and Katarina	Sorcerer Attack	All Enemies	120 points of Fire damage done to all enemies.
Ted and Aldo	Bow and Arrow Attack	All Enemies	0.4x total damage to all enemies.
Shiramine and Ugetsu	Fisherman Attack	All Enemies	0.4x total damage to all enemies.

## Three Character Combos

CHARACTERS INVOLVED	ATTACK NAME	RANGE	DESCRIPTION
Ornan, Bartholomew and Reinhold	Silver Attack	Single Enemy	1.2x total damage to a single enemy.
Jeremy, Travis and Trishton	Reverse Adonis Attack	Single Enemy	1.2x total damage to a single enemy.
Lo Fong, Lo Hak, Lo Seng	Sibling Attack	All Enemies	0.4x total damage to all enemies.
Kate, Akaghi and Mizuki	True Ninja Attack	All Enemies	250HP of earth-based damage to all enemies.
Izak, Axel and Selma	Giant Sword Attack B	All Enemies	0.4x total damage to all enemies.
Chiepoo, Nalkul and Champo	Meow Attack	All Nay-Kobold	Recovers HP and cures status ailments of all Nay-Kobold.
Viki, Rita and Millay	Nymph Attack	All Enemies	0.7x total damage to all enemies.
Ameria, Kika and Jeane	Beauty Attack	All Enemies	0.7x total damage to all enemies.
Gretchen, Jeane and Kika	Beauty Attack (2)	All Enemies	0.7x total damage to all enemies.
Sigurd, Hervey and Helmut	Adonis Attack	Single Enemy	1.2x total damage to a single enemy.
Ted, Aldo and Flare	Barrage Attack	All Enemies	0.4x total damage to all enemies.
Ted, Lo Hak and Flare	Barrage Attack (2)	All Enemies	0.4x total damage to all enemies.
Ted, Aldo and Frederica	Barrage Attack (3)	All Enemies	0.4x total damage to all enemies.
Ted, Lo Hak and Frederica	Barrage Attack (4)	All Enemies	0.4x total damage to all enemies.
Eugene, Rachel, and Lino En Kuldes	Spear Attack	Single Enemy	1.2x total damage to a single enemy.

## Four Character Combos

CHARACTERS INVOLVED	ATTACK NAME	RANGE	DESCRIPTION
Tal, Keneth, Paula and Jewel	Knight Attack	All Enemies	250HP of water-based damage to all enemies.

## RETREAT/RELEASE/FLASHES

If you decide to avoid battle, you have the option to leave it. If the enemy monsters are more than 10 levels below yours, Release is the command displayed. Because you are letting them flee the battle, this command is always 100% successful.



Retreat appears if the enemies you face are somewhat equal in level to yours or higher than yours. If you choose to retreat from battle, there is a good chance that the enemy will bar the party from leaving the battlefield. Because you chose to leave, you do not get to perform any actions while the enemies get in their attack round. At the start of the next turn, you can choose to continue the fight or attempt to retreat again.



Flashes appears when one of your party members has the Slash Orb equipped. When you use the Flashes command at the start of the battle, it basically wipes out the enemy, leaving you with nothing to do but pick up the prizes.

## POTCH

The Potch command is similar to the Retreat command except that it allows you to pay for a guaranteed getaway. This is a good command to use when you are involved in a battle that is way over your head and that you are likely to lose.

## RUSH

The Rush command activates an attack that is similar in nature to the Flashes-based attack. It's a powerful, charged up attack that affects all enemies on screen. However, you must meet a few conditions before the Rush command becomes an option.



First of all, you must have a full party of 4 characters. If any of them have been knocked unconscious or are otherwise disabled, the command is marked unavailable. Once you have the four party members taken care of, check the thin gauge at the bottom of the party's portrait and information blocks that appear at the start of each round of battle. To get the strongest attack you want that gauge to be as full as possible.

You can use Rush in place of any normal attack round as long as the option is lit up. Rush concentrates the party's power in to the Hero, healing him completely, and allowing him to perform a powerful multi-target attack. In the early parts of the game, this attack can be invaluable when you face large parties of monsters. The only catch is that once you use Rush, it takes 6 battles before it is recharged. The good news is that the battles you flee from do count towards the recharge.

The Rush command is also helpful in Boss Battles because it basically gives you a free battle round. Once you perform your Rush attack, the enemy cannot counter with attacks of their own. So, you get to hit the Boss and any companions with a strong attack, heal the Hero character completely and the Boss can't respond!

## AUTO

Auto allows you to let the computer control your party in battle. This is a helpful command when you are fighting random battles against monsters you know pretty well and have no problem beating. In Auto mode, your characters only fight using weapons attacks. They use neither magic nor items. If your party is hurting, then you should take control for a round and heal them.

## SUPPORT CHARACTER TYPES

JOB	EFFECT	CHARACTERS
Appraise	Automatically appraises "?" items at the end of a battle.	Nabokov, Deborah
Cook	Increases the chance that you'll receive a consumable item at the end of a battle.	Fungih, Kevin, Pam
Discovered Money	Increases the amount of Potch you get at the end of a battle by a certain percentage	Noah, Basil, Gunter
Found Treasure	Increases the chance of getting treasure at the end of battles.	Oskar, Igor, Cedric, Nalleo
Healing	Restores a certain percentage of your characters HP at the end of a battle.	Yu, Carrie, Agnes, Rikie, Erna, Louise, Gary

## DUELS

Duels are special, one-on-one battles conducted with special bosses. In a duel, you decide how to meet an enemy's action with one of three options: Attack, Special Attack or Guard. Attack produces a normal strength weapon attack that is easily broken by a Special Attack and but has the ability to break through a Guard. Special Attacks are broken by Guards but demolish normal Attacks. Guards are usually your best bet since they are strong against Special Attacks, deflecting the damage back on your opponent, and deflect some of the damage from Attacks.



When both characters perform Guard, no damage is dealt.

When both characters perform a Special Attack, both characters take damage.

When both characters perform an Attack, the damage is randomly allotted.



## GROUP BATTLES ON THE SEA: SHIP PARTIES AND THE SWITCH COMMAND

When you are fighting random battles while sailing on your Ship HQ, a new option appears on the Battle Menu: Switch. One of the perks on commanding a large ship is that you get to have two other battle parties to call on in addition to your own party. These Ship Parties can be called into battle using the Switch command. You literally switch one group for the other. This comes in handy when your main battle party fares poorly in battle and is in need of reinforcements. It's also great when you want to level up a larger group of characters since all characters who participate in a battle gain experience points at the end.



## EARNING EXPERIENCE POINTS

To level up a single level, you need 1000 experience points. The number of experience points earned at the end of a battle is determined by number of people in the party and the difference in levels between you and the enemy. Keep in mind that party members who end the battle unconscious or otherwise incapacitated do not receive any experience points.

## THE ROLE OF THE SUPPORT CHARACTER

The fifth slot in your party is reserved for a Support Character. Support Characters do not actively participate in battles. Instead, they help you out by healing you at the end of a battle, increasing your chances for getting treasure at the end of a battle, or even cooking the monsters you defeat and turning them into meals.



Most of the characters that you duel are rather chatty and boastful, making it relatively to determine what move they're likely to choose. Strong boasts about your impending defeat are usually signs of a Special Attack, while expressionless comments about waiting or resting usually indicate Guard. The Bosses in duels have two sayings for each option, so if you hang around long enough, you'll learn which sound bite indicates which attack. Guarding is the key if you are going to do this. Once you have a good idea of your opponent's strategy then you can enter attacks you know are going to be devastating.



The lack of aggression in a comment usually indicates a guard.



If your imminent death is mentioned, prepare for a Special Attack.



# NAVAL BATTLES

The new type of battle introduced in *Suikoden IV* is the Naval Battle. Since this adventure takes place largely on the seas, it makes sense to turn the Hero's army into a navy.

## THE FLOW OF BATTLE

The flow of a naval battle is simple. Once battle commences, your advisor explains the criteria for winning as well as the type of rune cannons your opponents are using in the battle. At this point you have the opportunity to configure your own ships so that they are able to withstand and win the battle. Choose captains for the boats, rune-bearing mages for the rune cannons and strong fighters for the boarding party. When your fleet is outfitted and ready to go, commence fighting.



Naval Battles are held on a grid. The order of turns is decided by the mobility factor your ship. The fastest ships go sooner and more often. Keep this in mind when choosing your ship's captain as added mobility may be more likely to win you the battle than some of the other extras. When your turn arrives, choose to move your ship into the fray. Spaces where your ship can move are shown in blue and the range of your rune cannons is shown in yellow. If you are close enough to the enemy to fire, turn your ship to the side, so that the bank of rune cannons face the enemy ship, and fire away. If you choose ammunition that is stronger than the enemy's, any shots fired in return are countered and that ship takes damage. If you choose weaker ammunition, or ammunition that has no relation to the element fired, then your ship will take the damage. If you fire the same type of ammunition as the enemy, then it's a draw and no one gets hurt.



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Victory or Defeat is declared based on how well you fulfill the battle's criteria. If you defeat all of the enemy's ships first (0 Underlings=Defeat), then you win the battle. If the enemy picks off your fleet first, then you lose and you must try it again.



## THE IMPORTANCE OF RUNE CANNONS

Each ship that you either helm or face in battle is equipped with a set number of rune cannons. To use these rune cannons in battle, you must assign magically talented personnel to control them. The type of rune the character chosen carries determines the type of ammunition he or she uses when firing upon the enemy. When assigning rune cannon staff, take into consideration what types of ammo your opponents are using and the cannoner's magic attack strength. After all, you want only the best when it comes to protecting your fleet and city.

Each element is stronger than or weaker than another element, as shown in the following illustration:



In every Naval Battle but the last, each ship or fleet of ships uses adjoining "Strong-Weak" couples. So you see ships with a Fire rune cannon and a Wind rune cannon or one ship might have a single Wind cannon while the other one has an Earth rune cannon. What you need to do is have a rune cannon that matches the strong element of your enemy's. In other words if they have a ship with a Water and Fire rune cannon, you use a Water rune cannon. This way, no matter what the enemy fires, your ammunition counters it. If they launch a Water shell, then your Water shell cancels out the attack. If they use a fire shell, then the Water attack reflects the attack back.

## EFFECTIVE BOARDING PARTIES ARE KEY!

When your rune cannons aren't enough to defeat the enemy, you can always go to plan B: boarding the enemy's ship. All of the enemy ships are staffed by generic soldiers from the ship's port of origin. So Kooluk vessels are staffed with Kooluk Soldier, Pirate Ships are run by pirates, and so on. For the most part, these enemies are easy to defeat with the right group of Fighters from your boarding party. It is easy to choose Fighters based on how many Underlings they bring to the ship. Since the number of Underlings is similar to the number of "hit points" the ship might have, it is easy to see why you'd want to choose characters with many of them. However, if you use boarding as a battle technique instead of something you fear, then you should have a team of Fighters that are as buff as the characters in your usual battle party. That means leveling up, good equipment, moderately upgraded weapons, etc. This ensures that when you do get into a Boarding Party-type battle, your forces are able to withstand and defeat the enemy troops.



Victory in a Boarding Party battle ensures that the enemy's ship sinks, regardless of how many Underlings were left. This makes Boarding the best strategy when fighting ships with more than two rune cannons.

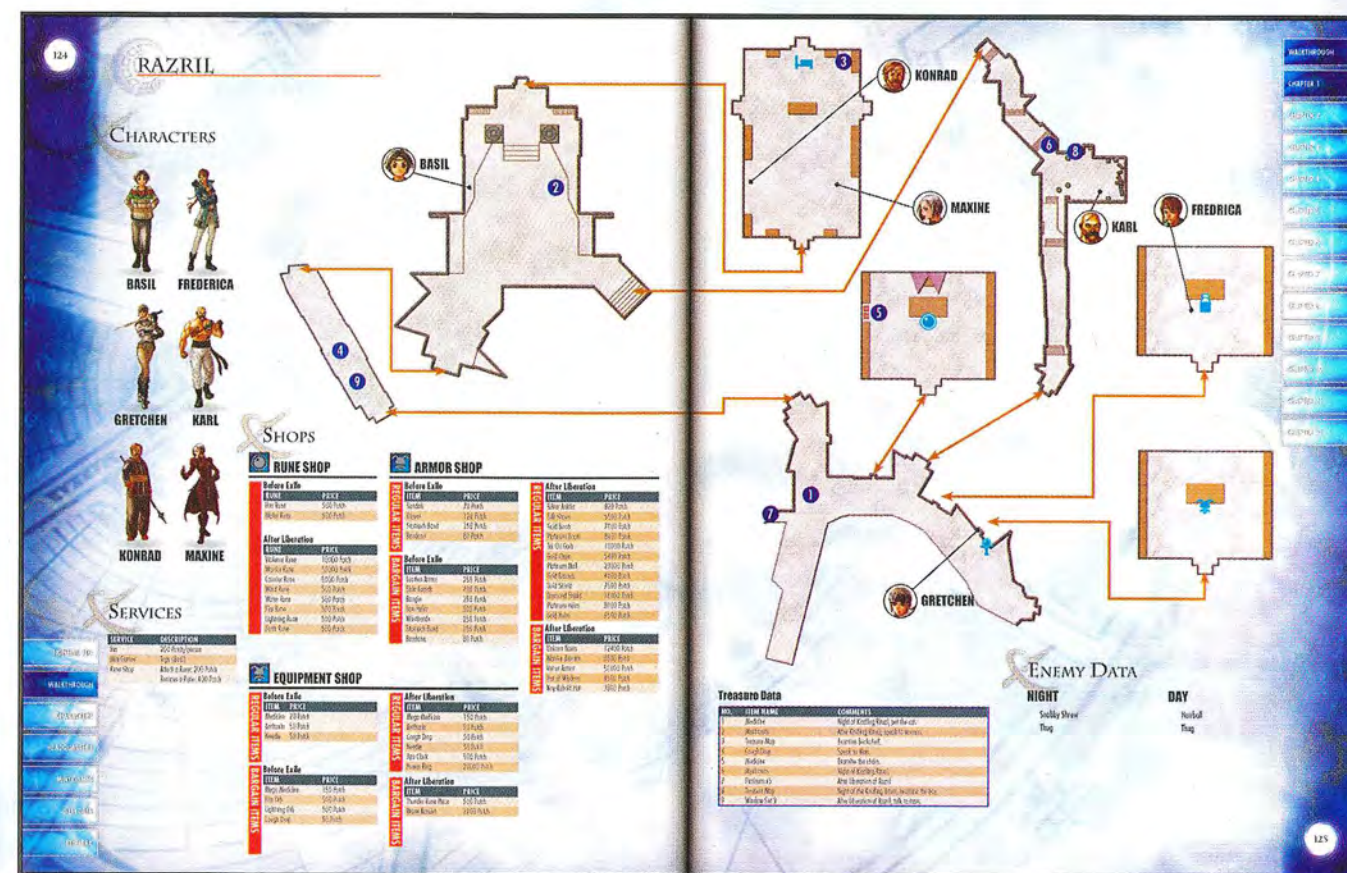
Boarding Party Battles differ from regular Group Battles in the following ways:

- You cannot use Rune magic.
- You cannot use the Retreat or Potch options.
- You cannot use Items.

Keep these things in mind when you are forming your boarding parties!

# HOW TO READ THE WALKTHROUGH AND MAPS

Each chapter of the story of *Suikoden IV* begins with a summary of the events occurring in that chapter. The Main Events chronicle the necessary steps to continue the game's storyline. The Sub Events are optional, and typically include recruiting characters.

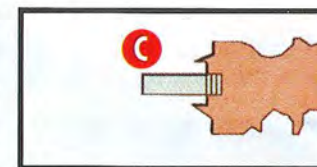


The maps for each area contain a few different callouts.



The numbered callouts show the location of treasures in each area. To see what each item is, and if there are additional requirements to be met before collecting the item, check the Treasure Data table.

The letter callouts are used to show where some maps connect together when the connecting points were not easily shown through the use of arrows.



The characters show where a Star of Destiny may be encountered and recruited. Many characters appear early in the game, but may not be recruited until later in the adventure.



The other icons that appear on the map indicate a service or shop offered at that location. The icons and what they represent are as follows:



## PAGE NUMBERS FOR AREA MAPS

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AN UNKNOWN  
YOUNG KNIGHT

Chapter One begins as you assume control of young man of unknown birth. The Hero in *Suikoden IV* is in the final stages of training at the Gaien Marines Academy in the island town of Razril.

## SUMMARY OF CHAPTER ONE

- 001 MAIN EVENT** LOCATION: SEA, OFF THE COAST OF RAZRIL  
Naval Battle: "First Engagement." Snowe teaches you how to wage a naval battle. Follow Snowe's advice to win the battle with ease.
- 002 MAIN EVENT** LOCATION: GAIEEN KNIGHT SHIP, OFF THE COAST OF RAZRIL  
Take on Glen and Katarina in a mock battle. Snowe provides the tutorial.
- 003 MAIN EVENT** LOCATION: GAIEEN KNIGHT SHIP, OFF THE COAST OF RAZRIL  
First One-on-One (Duel) Battle with Commander Glen.
- 004 MAIN EVENT** LOCATION: GAIEEN KNIGHT SHIP, OFF THE COAST OF RAZRIL  
Explore the ship. Talk to Keneth to trigger the landing scene. Then, talk to Jewel or Tal to trigger the disembarkation scene.
- 005 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS  
Head to the Training Hall to hear Commander Glen's graduation speech.
- 006 MAIN EVENT** LOCATION: RAZRIL, PORT  
Head into Razril to begin the Kindling Ritual with Snowe. Assist Snowe by lighting the 7 torches held by the villagers along the Main Street. Continue on to the Square to see the rest of the ceremony.  
*Until you start the Kindling Ritual, you can fight random battles on the Back Street in Razril.*
- 007 MAIN EVENT** LOCATION: RAZRIL, SQUARE  
During the celebration, speak to your teammates Tal, Keneth, Jewel, and Paula. This allows you to leave the Square area.
- 001 SUB EVENT** LOCATION: RAZRIL, PORT  
Talk to the Nay-Kobold Chieftain at the port. He tells you about a kidnapping. Go to the Back Street to rescue the girl in trouble.
- 008 MAIN EVENT** LOCATION: RAZRIL, PORT  
Return to the gate of the Hall of Knights. Choosing to go to sleep removes Snowe from the party and ends the night of celebration.
- 009 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, COURTYARD  
Leave the Courtyard in the Hall of Knights to meet up with Snowe. Snowe rejoins your party. Go to the Training Hall and meet up with Tal, Jewel, Paula and Keneth, your friends and teammates. Choose to join them in training.
- 002 SUB EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, TRAINING HALL  
Before you talk to your teammates, you can spar with the other group of Trainees by talking to the lone trainee in the Training Hall. You can do this both before and after you meet up with Snowe.
- 010 MAIN EVENT** LOCATION: RAZRIL, TRAINING HALL  
Decide which two of your four teammates you like the most and choose "Let's keep going." After your last training battle, it's time to start your first mission. Head to the docks and choose one of the missions offered. You can choose to defeat three water monsters or take a Document to Middleport. The Middleport mission is worth 1000 Patch.
- 011 MAIN EVENT** LOCATION: MIDDLEPORT, HARBOR  
After you complete the first mission, you get another opportunity to sail to Middleport. Once you get to the port, talk to the Gaien soldier by your ship to find out about the Damp Hairball threatening the local fishing industry.
- 012 MAIN EVENT** LOCATION: SEA, OFF THE COAST OF MIDDLEPORT  
Sail around the entrance to Middleport until you encounter the Damp Hairball. Defeat the monster and return to port to get a reward of 2000 Patch. Return to Razril. The two 2 teammates you chose leave your party.

## GO TO CHAPTER TWO

## STARS OF DESTINY CHECKLIST FOR CHAPTER ONE

NO.	CHARACTER NAME	LOCATION	ME/SE#
1	Hero	Razril	ME001

The characters assigned to the Fighters slots make up your boarding party, so it is important to choose characters that have good HP totals and high ATK stats. Ones that you've seasoned in battle parties are good choices here.



Approach the enemy ship and turn to the side to fire upon it. When the enemy ship returns fire, counter the volley with a blast of your own rune cannon. Three hits are all it takes to sink the enemy.

002 MAIN EVENT  
YOUR FIRST PARTY BATTLE

## ??? (Glen)



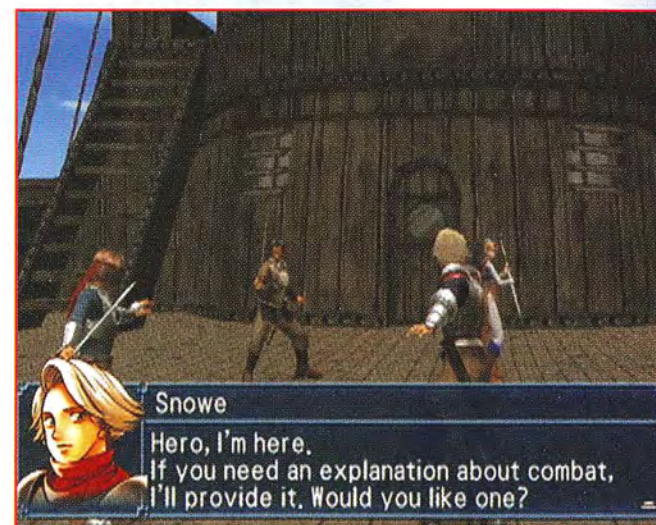
LOCATION	ME002
LVL	6
HP	?
ATK	10
SKL	10
PDF	10
POTCH	0
ITEMS	---
COOKING	---

## ??? (Katrina)



LOCATION	ME002
LVL	6
HP	?
ATK	5
SKL	4
PDF	5
POTCH	0
ITEMS	---
COOKING	---

Next it is time to learn how to fight a standard battle with a party. For this you have Snowe by your side. If you feel comfortable fighting on your own, tell Snowe that you don't need his help.



You can't really win this battle, so just let Snowe walk you through it.

003 MAIN EVENT  
READY FOR A DUEL?

COMMANDER GLEN	LVL 6
OPENING MOVE	
Special Attack	

The last test is a duel against Commander Glen. During a Duel, there are three actions: Guard, Attack or Special Attack. Success in a Duel comes from being able to figure out your opponent's intent. Fortunately, every duelist in this game is chatty and you should be able to read between the lines and figure out what they are planning to do by the threats or boasts that they issue. Duels work like a game of "rock, paper, scissors" in that one move overcomes a move and is overcome by the other. In the case of duels, Attacks overcome Guards, Guards overcome Special Attacks and Special Attacks overcome Attacks.

IF HE SAYS THIS...	HE'S GOING TO DO THIS...
Charge at me and don't hold anything back!	Guard
Let's see how well you can wield that sword.	Guard
Now it's my turn!	Attack
Pay close attention to my swordsmanship.	Attack
My next move will settle this, once and for all!	Special Attack
Prepare to get beaten to a pulp!	Special Attack



Guard is a good choice when you aren't sure what move the opponent is likely to make next.

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

## EVENTS OF CHAPTER ONE

001 MAIN EVENT  
NAVAL BATTLE: "FIRST ENGAGEMENT"

????

CAPTAIN	???	EXPLORE	3
MOBILITY	75	RANGE	3
UNDERLINGS	60	ENDURANCE	5
RUNE CANNON ELEMENTS			
Lightning, Water			

As part of graduation exercises, you must pass three exams. The first is a naval battle. Put Keneth in charge of the Rune Cannon. His Lightning Rune either matches the enemy's attack or defeats it.



Most of the enemy ships encountered in these battles have two rune cannons in a weak/strong formation, meaning one of the runes always overcomes the other.

WALKTHROUGH

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CHAPTER 5

CHAPTER 6

CHAPTER 7

CHAPTER 8

CHAPTER 9

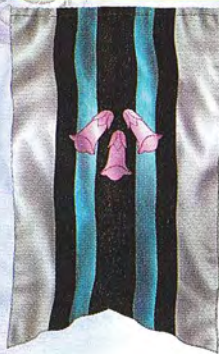
CHAPTER 10

CHAPTER 11

CHAPTER 12

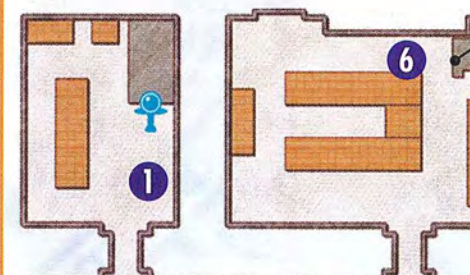
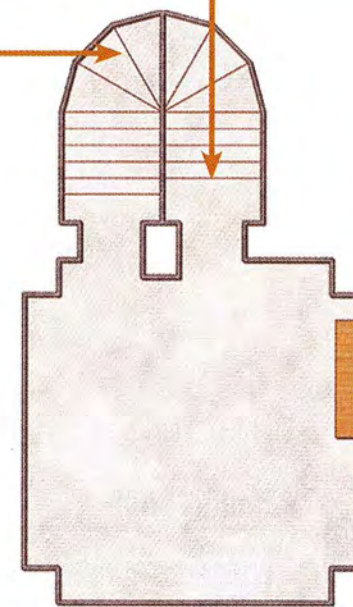
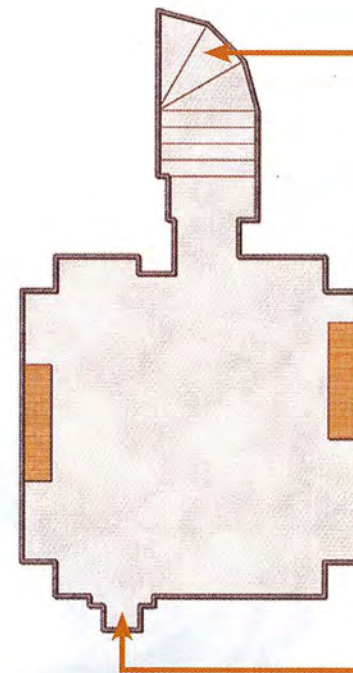
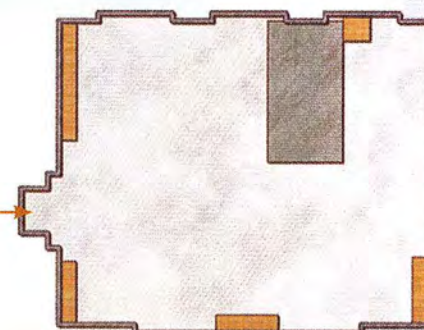
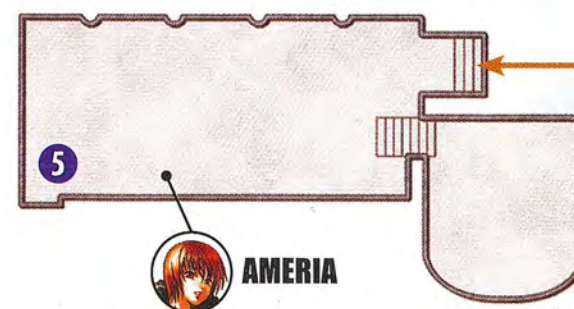
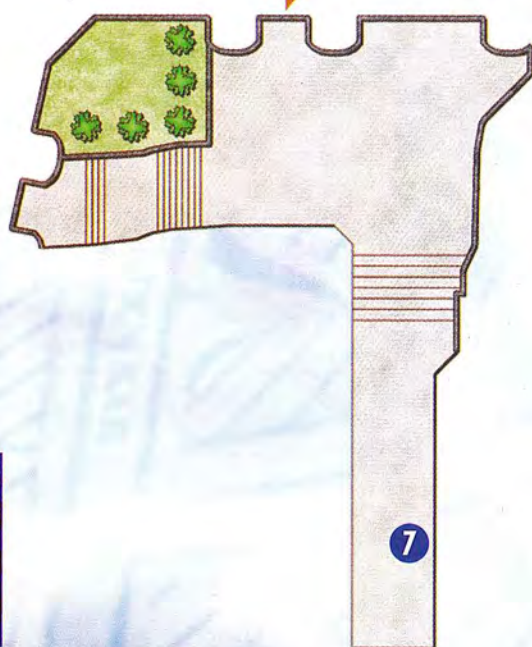
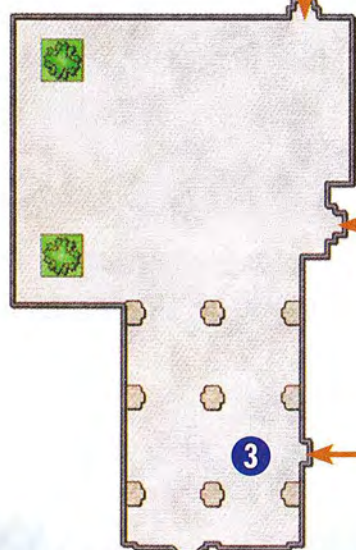


# RAZRIL AND THE HALL OF KNIGHTS



Razril is the where it seems Hero has spent most of his life as a ward of the Hall of Knights. Razril is a good base of operations for the beginning of the game. It features a Rune shop and Item and Armor Shops. In addition, in the Hall of Knights is a room to rest in and several Save Points. If you feel the need to level up during any of the graduation events, feel free to travel along the dangerous Back Street. It's full of enough bandits and pirates to make the most jaded adventurer happy!

## HALL OF KNIGHTS



FUNGHI

## CHARACTERS



### Treasure Data

NO.	ITEM NAME	COMMENTS
1	Steamed Bun, Water Rune	
2	Old Book Vol 9	
3	Silver Hammer	After Liberation of Razril.
4	Hero's Shield	After Liberation of Razril.
5	Treasure Map, Guardian Bracelet	After Liberation of Razril.
6	Knight's Lunch	Talk to Funghi after MED21.
7	Giant Bird's Feather	Talk to the man on the Hall of Knights dock before the exile.



## CHARACTERS



BASIL



FREDERICA



GRETCHEN



KARL



KONRAD



MAXINE

## SERVICES

SERVICE	DESCRIPTION
Inn	200 Patch/person
Mini-Games	Tops (Basil)
Rune Shop	Attach a Rune: 200 Patch Remove a Rune: 400 Patch

## SHOPS

## RUNE SHOP

Before Exile	
RUNE	PRICE
Fire Rune	500 Patch
Water Rune	500 Patch
After Liberation	
RUNE	PRICE
Violence Rune	10000 Patch
Warrior Rune	50000 Patch
Counter Rune	5000 Patch
Wind Rune	500 Patch
Water Rune	500 Patch
Fire Rune	500 Patch
Lightning Rune	500 Patch
Earth Rune	500 Patch

## ITEM SHOP

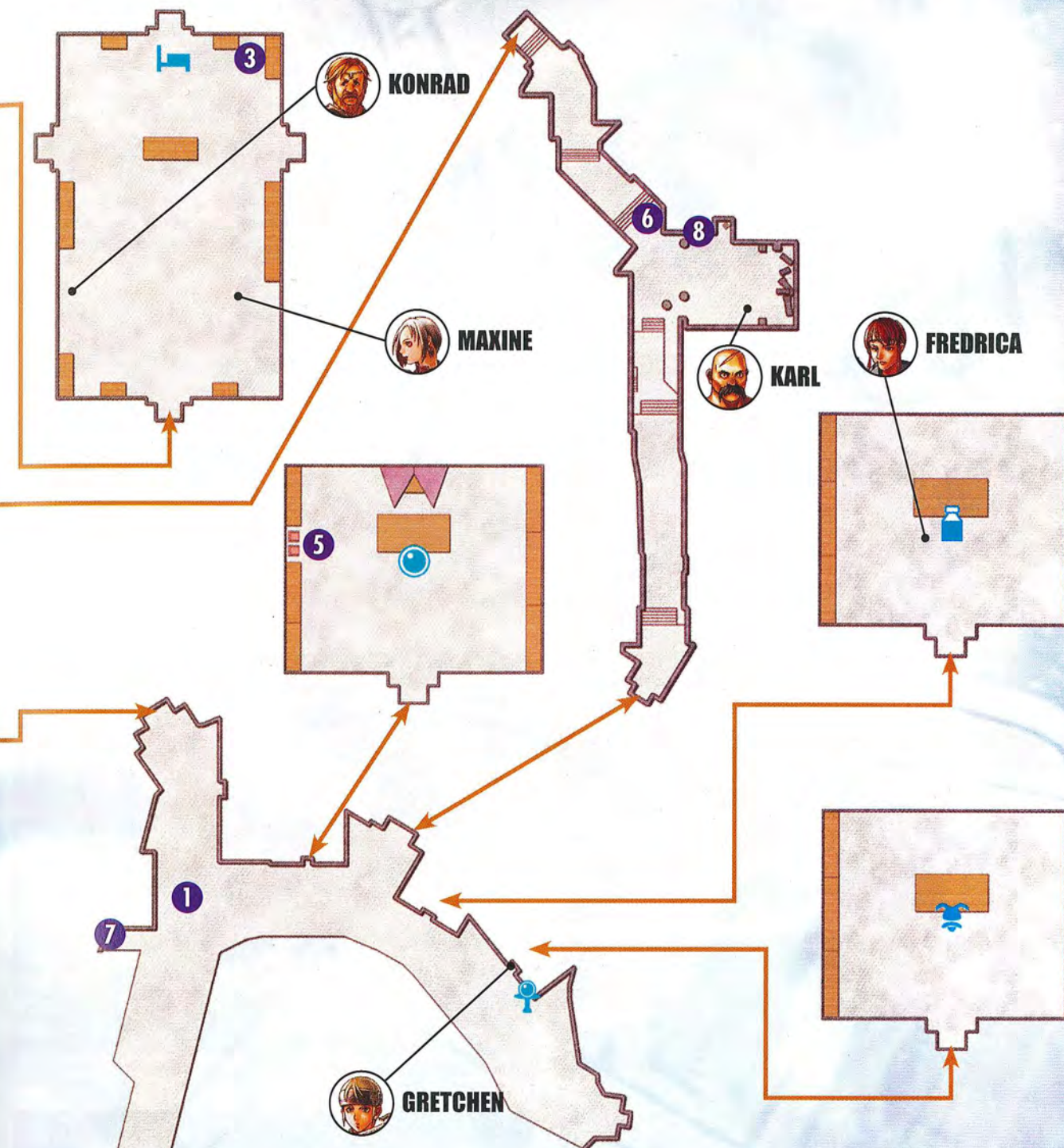
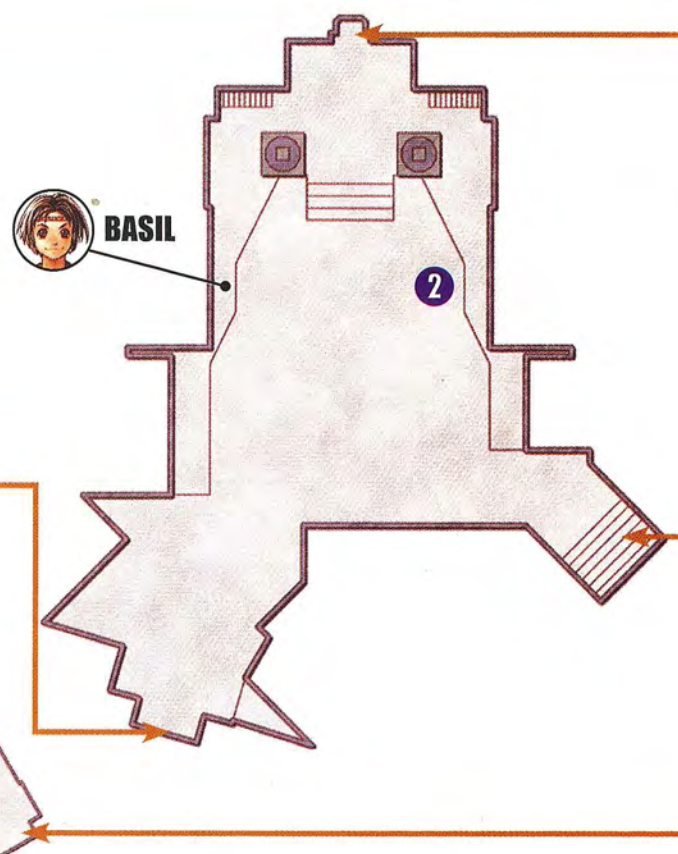
Before Exile	
ITEM	PRICE
Medicine	20 Patch
Antitoxin	50 Patch
Needle	50 Patch
After Liberation	
ITEM	PRICE
Mega Medicine	150 Patch
Fire Orb	500 Patch
Lightning Orb	500 Patch
Cough Drop	50 Patch

## ARMOR SHOP

Before Exile	
ITEM	PRICE
Sandals	70 Patch
Gloves	120 Patch
Stomach Band	150 Patch
Bandana	80 Patch
After Liberation	
ITEM	PRICE
Leather Armor	250 Patch
Shin Guards	400 Patch
Bangle	250 Patch
Iron Helm	500 Patch
Wristbands	250 Patch
Stomach Band	150 Patch
Bandana	80 Patch

Before Exile	
ITEM	PRICE
Mega Medicine	150 Patch
Antitoxin	50 Patch
Cough Drop	50 Patch
Needle	50 Patch
Jizo Clock	500 Patch
Power Ring	20000 Patch
After Liberation	
ITEM	PRICE
Thunder Rune Piece	500 Patch
Water Amulet	2200 Patch

After Liberation	
ITEM	PRICE
Silver Anklet	820 Patch
Silk Shoes	5500 Patch
Gold Boots	7000 Patch
Platinum Boots	8400 Patch
Tai Chi Garb	10000 Patch
Gold Chain	5400 Patch
Platinum Mail	23000 Patch
Gold Bracers	4000 Patch
Gold Shield	7500 Patch
Diamond Shield	16000 Patch
Platinum Helm	8000 Patch
Gold Helm	6500 Patch
After Liberation	
ITEM	PRICE
Unicorn Boots	12400 Patch
Warrior Bracers	8800 Patch
Venus Armor	50000 Patch
Hat of Wisdom	8500 Patch
Nay-Kobold Hat	3800 Patch



## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Medicine	Night of Kindling Ritual, pet the cat.
2	Mushroom	After Kindling Ritual, speak to woman.
3	Treasure Map	Examine Bookshelf.
4	Cough Drop	Speak to Man.
5	Medicine	Examine the chairs.
6	Mushroom	Night of Kindling Ritual.
7	Platinum x5	After Liberation of Razril.
8	Treasure Map	Night of the Kindling Ritual, examine the box.
9	Window Set 9	After Liberation of Razril, talk to man.

## ENEMY DATA

## NIGHT

Snobby Shrew  
Thug

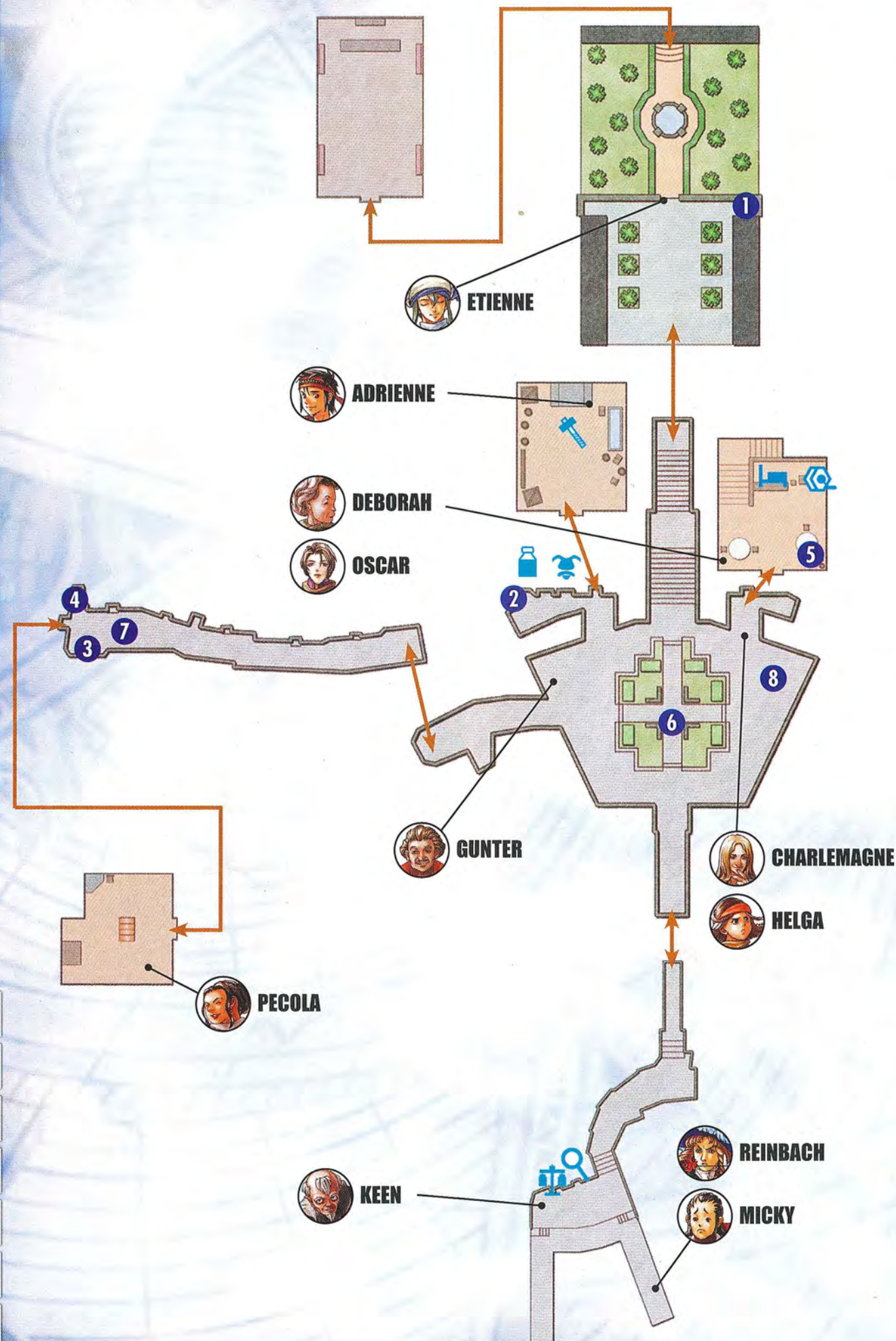
## DAY

Hairball  
Thug









## MIDDLEPORT

Middleport is the home of a Trading Post and Blacksmith. During this initial visit, take the time to upgrade weapons as much as possible (Adrienne can only sharpen weapons up to Lv. 3). As far as the Trading Post is concerned, wait until later in the game, when you have better travel accommodations, to start making money from trading.

### CHARACTERS



ADRIENNE



CHARLEMAGNE



DEBORAH



ETIENNE



GUNTHER



HELGA



KEEN



MICKY



OSKAR



PECOLA



REINBACH

### SERVICES

SERVICE	DESCRIPTION
Inn	30 Patch/person
Blacksmith	Sharpens weapons up to Lv 3.
Trading Post	Informant: 100 Patch (Gunther)
Mini-Games	
Lottery	
Appraisal	

### SHOPS

#### ARMOR SHOP

Before Exile	
ITEM	PRICE
Sandals	70 Patch
Shoes	120 Patch
Cotton Mittens	180 Patch
Leather Gloves	180 Patch
Tunic	120 Patch
Leather Armor	250 Patch
Leather Helm	120 Patch
BARGAIN ITEMS	
ITEM	PRICE
Fur Shoes	170 Patch
Guard Robe	300 Patch
Pointy Hat	250 Patch
Needle Sash	250 Patch
Scale Shield	250 Patch

After Liberation	
ITEM	PRICE
Pirate Boots	2000 Patch
Silver Boots	2300 Patch
Magic Sandals	2200 Patch
Paw Gloves	5000 Patch
Noble's Gloves	8500 Patch
Pirate Bracers	2700 Patch
Feather Robe	3800 Patch
Pirate Armor	6500 Patch
Silver Mail	8800 Patch
Magical Hat	3000 Patch
Nay-Kobold Hat	3800 Patch
Silver Helm	5250 Patch

After Liberation	
ITEM	PRICE
Noble's Shoes	6100 Patch
Spiked Heels	8250 Patch
Thunder God's Garb	5000 Patch
Dragon Helmet	8500 Patch

#### ITEM SHOP

Before Exile	
ITEM	PRICE
Medicine	20 Patch
Broiled Fish	100 Patch
Cough Drop	50 Patch

Before Exile	
ITEM	PRICE
Jizo Clock	500 Patch
Wind Rune	500 Patch
Earth Rune	500 Patch

After Liberation	
ITEM	PRICE
Medicine	20 Patch
Mega Medicine	150 Patch
Cough Drop	50 Patch
Escape Talisman	200 Patch
Wind Amulet	2200 Patch

After Liberation	
ITEM	PRICE
Earth Rune Piece	500 Patch
Water Magic Ring	20000 Patch
Wizard Rune	50000 Patch
Slash Orb	5000 Patch

#### Treasure Data

NO.	ITEM NAME	COMMENTS
1	Fancy Console	-
2	500 Patch	-
3	Mushroom	-
4	Antitoxin	Examine the barrels.
5	Treasure Map	Examine boxes in corner.
6	Lightning Rune Piece	Give girl a Giant Bird's Feather before Exile.
7	Guardian Sandals	Talk to youth after the Liberation of Obel.
8	Interior Design Book	Talk to woman in orange skirt after the Liberation of Obel.



## SUMMARY OF CHAPTER TWO

- 013 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS  
Upon arrival back in Razril, Katarina sends you to get your new orders from the Commander. At the door to the Hall of Knights Courtyard, your other two teammates leave the party, leaving you and Snowe alone to face the Commander. The next mission is to escort Ramada of the Orark Maritime Trade to Iluya. Leave the Hall of Knights to prepare. Snowe leaves the party.
- 003 SUB EVENT** LOCATION: RAZRIL, PORT  
Eavesdrop on a conversation between Ramada's henchmen Mizuki and Akaghi at the dock.
- 014 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS  
Pick Snowe up at the entrance to the Hall of Knights Courtyard. Return to the Audience Chamber and talk to Ramada. Choose "Yes, let's go," to start the mission.
- 015 MAIN EVENT** LOCATION: SEA, OFF THE COAST OF RAZRIL  
Sail away from Razril and chart a course on the Chart Course screen to head out towards Iluya.
- 016 MAIN EVENT** LOCATION: SEA  
After clearing the Razril/Middleport area, Snowe reveals what he knows about the actual content of the hold. Talk to Snowe to trigger the next event, then choose "Let's fight!" to initiate the Naval Battle: "Pirate Brandeau." Snowe leaves party.
- 004 SUB EVENT** LOCATION: SEA, GAIEN KNIGHT SHIP  
Before you talk to Snowe, talk to the Gaian Knight on the upper deck about sparring for a while. You can fight as many battles as you want before continuing the mission.
- 017 MAIN EVENT** LOCATION: SEA  
Boss Battle: Assassin and Pirate Brandeau
- 018 MAIN EVENT** LOCATION: SEA, GAIEN KNIGHT SHIP  
Duel with Brandeau.
- 019 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, HERO'S ROOM  
Outside your room Snowe rejoins you. Go into town to the Equipment Shop to purchase Mega Medicine. Return to the Hall of Knights and to your room. Snowe leaves to run errands. Obtain the Commander's Medicine and Mega Medicine (x2).
- 020 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, KITCHEN  
Talk to Funghi in the kitchen to get the Commander's Meal. Take the Meal to the Commander. You can choose to tell Katarina that the medicine is from you or Snowe.
- 021 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, COURTYARD  
Back in the Courtyard, talk to your four comrades: Tal, Keneth, Paula and Jewel. Tell them "Let's fight" and they'll join you on the ship. Begin Naval Battle: "Retribution" against the Pirate Dario.
- Before the battle in ME024 begins, you can return to Middleport.*
- 005 SUB EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, KITCHEN  
Talk to Funghi in the Kitchen to get the Knight's Lunch.
- 022 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, COMMANDER GLEN'S ROOM  
After the battle, return to the Hall of Knights and go to the Commander's room. Afterwards, return to your room to sleep.
- 023 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, KITCHEN  
Once again, get the Commander's Meal from Funghi and take it to the Commander's room.
- 024 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS  
For this big battle, Katarina and your two teammates from earlier join your party. Defeat three groups of pirates. After the event, all three characters leave your group.
- 025 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS  
Enter the Hall Courtyard and head to the top of the Spire to check on Commander Glen. Inherit the Rune of Punishment.
- 026 MAIN EVENT** LOCATION: MYSTERIOUS TUNNEL  
Make your way through the tunnel, listening to the memories housed in the points of light. At the end fight the Mysterious Shadow.

GO TO CHAPTER THREE!

## EVENTS OF CHAPTER TWO

014 MAIN EVENT  
A MEATIER CHALLENGE!

Upon your return to Razril, you discover that a new mission awaits you and Snowe. When you are ready to find out what it is, head to the door to the Courtyard and trigger the event.



All you need to do to trigger the mission briefing is approach the door to the Courtyard area. This removes from your party the two teammates you chose earlier to accompany you on the Middleport missions.



Once the briefing is over and Snowe has gone to check out the ship you'll be using, head to the Port to learn a little more about your charges.

014 MAIN EVENT  
THE MISSION BEGINS

To start the mission, talk to Ramada, the captain of the trading ship, in the Audience Chamber. Warning: after your brief conversation, you'll find yourself on your ship unable to dock at either of the two ports available (Razril or Middleport). Make sure that you are ready for the tasks ahead before you enter the Audience Chamber!



Meet Snowe at the door to the Courtyard when you are ready to resume the action of the game. He rejoins your party at this point, so it is a good idea to check Runes and take a nap to restore all of your Magic Points before you make your way to the Audience Chamber.



Once you get away from Razril, pull up the Chart Course screen and change your course to head to Iluya Island. If you are concerned about such a large trip, don't be! The real action starts once you clear the Razril/Middleport area!

016 MAIN EVENT  
NAVAL BATTLE: "PIRATE BRANDEAU"

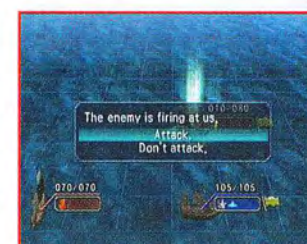
## Pirate Ship A

CAPTAIN	BRANDEAU	EXPLORE	4
MOBILITY	90	RANGE	3
UNDERLINGS	80	ENDURANCE	5
RUNE CANNON ELEMENTS			
Lightning			

## Pirate Ship B

CAPTAIN	PIRATE CAPTAIN	EXPLORE	4
MOBILITY	70	RANGE	2
UNDERLINGS	79	ENDURANCE	4
RUNE CANNON ELEMENTS			
Fire			

The Pirate Ships in this battle each possess a single type of Rune Cannon. Fortunately, your ship is equipped to fire two different types of rune cannons, so you can choose Runes that will overcome the enemy's attacks. Pirate Ship A, with Brandeau at its helm, is equipped with a Lightning rune cannon, so use Earth to overrule their attacks. For Pirate Ship B, you'll want to use a Knight with a Water rune to counter their Fire rune cannon.



Since you have two targets to keep track of at the same time, it is important that you not put yourself in a position where you can be attacked from two sides.

017 MAIN EVENT  
BOSS BATTLE: BRANDEAU AND THE ASSASSIN

## Pirate Brandeau



LOCATION	ME017
LVL	10
HP	180
ATK	45
SKL	26
PDF	20
POTCH	250
ITEMS	---
COOKING	---

## Assassin



LOCATION	ME017
LVL	10
HP	168
ATK	28
SKL	20
PDF	10
POTCH	200
ITEMS	---
COOKING	---

Just when you think the battle is over, Brandeau and his comrade, the Assassin, board your ship to take you on in person. Without Snowe or even your two friends from the Academy, this battle has the potential to be somewhat difficult. Your companion for this fight is a simple Lv.8 Gaian Knight equipped with a Wind Rune. You can cast his Wind of Sleep spell, but it is unlikely to affect either Brandeau or Assassin. Stick to straight attacks with him.



Concentrate on taking out the Assassin first. He has a nasty projectile attack that targets either a single character or the whole party and can cause some nasty damage.



The Pirate Brandeau knows Blazing Arrow and won't hesitate to use it. However, what keeps him from being the prime target is that he'll save one Magic Point to heal himself when his HP run low. Don't waste any of your own attack magic until you see him heal himself, then you can start hammering him for real.



## 018 MAIN EVENT DUEL AGAINST BRANDEAU

**BRANDEAU** LVL 10  
**OPENING MOVE**  
 Attack or Special Attack

Brandeau's still not down for the count!! After you survive his Rune of Punishment attack, prepare for a one-on-one duel against him.

IF HE SAYS THIS...	HE'S GOING TO DO THIS...
Hah, child's play! Allow me to humor you.	Guard
Your attacks are futile... Don't you realize that?	Guard
Don't get cocky, boy!	Attack
Victory is mine...	Attack
I'll kill you!	Special
I will settle this...	Special



Once again, Brandeau's not that hard to figure out. If you aren't sure what kind of move he's going to, select the Guard function.

## 019 MAIN EVENT MENIAL LABOR

When you return to Razril after your run in with the Pirate Brandeau, it's back to work taking care of the ailing Commander Glen. First, meet up with Snowe and go with him to the Equipment Shop in Razril to pick up some special medicine for the Commander. The great thing about this errand is that it nets you two free Mega Medicines!



The trip into town is certainly eye-opening in the wake of the events of your last mission. If only the townspeople could see the good inside Snowe.

## 020 MAIN EVENT FOOD RUN

Then, go to the Kitchen and get the Commander's meal and take it to him along with the medicine Snowe bought. You have a choice: you can tell the truth and let Katarina know that Snowe bought the medicine for the Commander or you can take credit yourself. Your answer won't affect the outcome of the game.



## 021 MAIN EVENT NAVAL BATTLE: "RETRIBUTION"

### Pirate Ship A

CAPTAIN	DARIO	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	80	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire			

### Pirate Ship B

CAPTAIN	PIRATE CAPTAIN	EXPLORE	4
MOBILITY	40	RANGE	3
UNDERLINGS	70	ENDURANCE	3
RUNE CANNON ELEMENTS			
Fire, Wind			

In retribution for the successful attack against Brandeau, another group of Pirates, led by Dario, attack Razril itself. Gather your four teammates in the courtyard, then head out to the Hall of Knights' port and talk to the man near the docks to launch your ship. In this battle you face two ships. One bears a single Fire rune cannon and the other bears both Fire and Wind rune cannons. A Fire rune cannon of your own would be the obvious way to proceed, but unfortunately, no one on board your ship bears a Fire Rune (and you don't count!).

Ship Name	Gaien Ship		
Explore	5	Range	3
Endurance	17		
Captain	Hero		
Rune Cannon	Jewel		
Fighters	Tal		
	Paula		
	Keneth		
Underlings	48 / 48		


It is a good idea to try to take out the A Ship first, since you are guaranteed a hit every time. The B Ship is harder to predict and you are guaranteed to take some damage when you engage her. To make matters more difficult, Snowe's ship is only outfitted with a Lightning Rune, so it is never going to be in a position of strength against either enemy.




The enemy can fire at two ships at once. Of course, you can return the fire. Again, your ship is likely to cause more damage than Snowe's with its ineffective Lightning rune cannon.

## 024 MAIN EVENT THE PIRATES ATTACK!

### Pirate

	LOCATION		ME024	
	LVL	10	EVA	15
	HP	100	MAG	15
	ATK	40	SPD	24
	SKL	15	MDF	28
	PDF	22	LUC	24
	POTCH		150	
ITEMS		Maestro Graffiti 5% Antitoxin 10%		
COOKING		Meat Bun		

### Pirate (A or B)



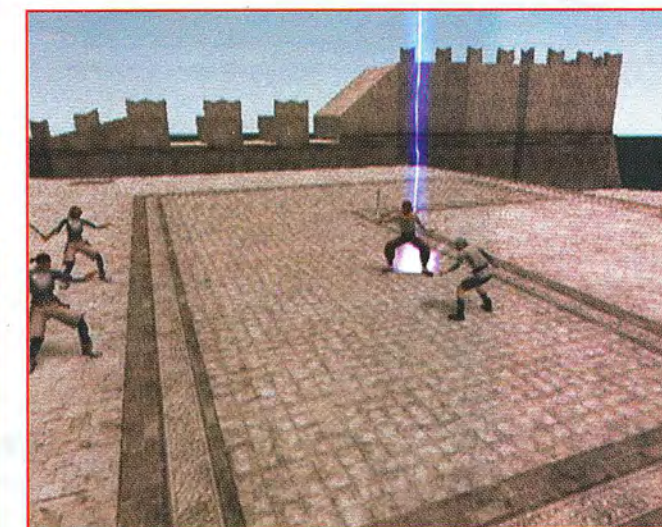
LOCATION	ME024	
LVL	12	EVA 20
HP	140	MAG 38
ATK	55	SPD 20
SKL	38	MDF 22
PDF	35	LUC 38
POTCH	150	
ITEMS	Medicine 10% "Flower" 5%	
COOKING	Meat Bun	

## Participants in the Three Battles

- Battle One: Pirate (A or B) and Pirate
- Battle Two: Pirate A, Pirate, Pirate B
- Battle Three: Pirate A, Pirate, Pirate B

By the time you finish another round of sleep and "feed-the-Commander," you learn that the pirates have returned to make another attempt on the city of Razril. There's no time to lose as Katarina leads you and your Academy teammates to the docks to battle the pirates that have already come to shore. With Katarina and the two Academy teammates who joined you on the Middleport missions earlier in your battle party, you must now defeat three groups of pirates in consecutive battles. Katarina is equipped with a Lightning Rune and it is a good idea to use Berserk Blow to inflict damage on the whole pirate party during the second and third battles.

If you are concerned about the welfare of the rest of your party, use multi-target attacks like Berserk Blow or the Fire Rune's Dancing Flames to cause damage across the board. You can then follow up with simple weapon attacks to take down any pirates left standing.



## 025 MAIN EVENT THE COMMANDER'S END

Once the pirates have been routed, there's nothing left for you to do but find out how Commander Glen is doing. Even though you are not supposed to enter the courtyard, do so and climb up to the top of the Spire for the dramatic ending to this chapter.

## WALKTHROUGH

### CHAPTER 1

### CHAPTER 2

### CHAPTER 3

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### CHAPTER 10

### CHAPTER 11

### CHAPTER 12



## SUMMARY OF CHAPTER THREE

## 027 MAIN EVENT LOCATION: RAZRIL, HALL OF KNIGHTS, HERO'S ROOM

Hero is tried and convicted of Commander Glen's death, regardless of what you say. In the morning of your exile, you are visited by the two teammates you didn't take with you on the Middleport missions in Chapter One.

## 028 MAIN EVENT LOCATION: EXILE SHIP

The two Academy teammates that you took with you on the Middleport missions appear as stowaways and are your first recruits. The Nay-Kobold merchant, Chiepoo, another stowaway, also joins as one of the Stars of Destiny.

*Drop Anchor to explore the Exile Ship. When you talk to Chiepoo, you can buy supplies from his traveling Equipment Shop.*

## 029 MAIN EVENT LOCATION: SEA, UNKNOWN LOCATION

Sail around and fight two random battles. A merchant ship appears and takes you aboard.

## 030 MAIN EVENT LOCATION: MERCHANT SHIP

Once on board, explore the ship. Speak to the mysterious captain, then head into the cabin to see Colton and take a rest.

*While inside the cabin on Troy's ship, get the Treasure Map from the table before taking a rest. You can't get it later.*

## 031 MAIN EVENT LOCATION: MERCHANT SHIP

Battle against Colton and the Captain, Troy. This is an un-winnable battle.

## 032 MAIN EVENT LOCATION: MERCHANT SHIP

Escape from the ship. Defeat a group of Kooluk Soldiers.

*When you talk to the Kooluk Soldiers guarding the upper deck where you fought Troy and Colton, a battle breaks out!*

## 033 MAIN EVENT LOCATION: MERCHANT SHIP

Fight a second group of Kooluk soldiers. Escape to the Exile Ship and leave Troy's vessel behind.

## 034 MAIN EVENT LOCATION: EXILE SHIP

Talk to all three of your mates. When you switch back to the Main Map Screen, fight one random battle.

## 035 MAIN EVENT LOCATION: EXILE SHIP

Defeat the Water Dragon. Afterwards, a giant wave sweeps the boat to an unplanned destination.

## GO TO CHAPTER FOUR!

## STARS OF DESTINY CHECKLIST FOR CHAPTER 3

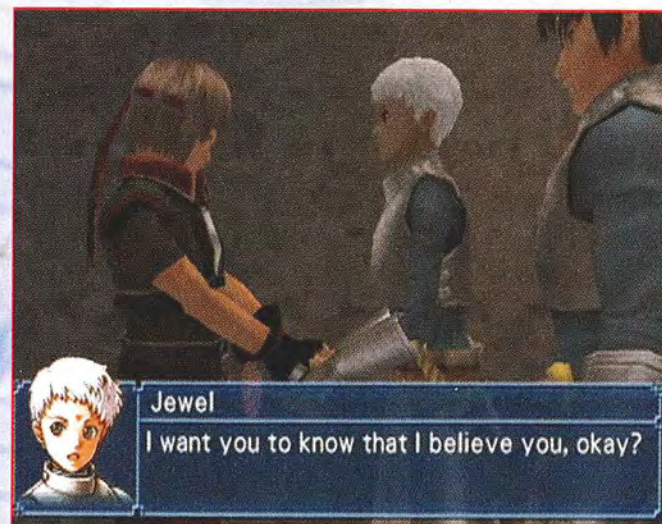
NO.	CHARACTER NAME	LOCATION	ME/SE#
2	Teammate #1*	Exile Ship	ME028
3	Teammate #2*	Exile Ship	ME028
4	Chiepoo	Exile Ship	ME028

*\*This refers to whichever two Academy Teammates (Tal, Kenneth, Jewel and Paula) were selected for the Middleport missions in Chapter One.*

## EVENTS OF CHAPTER THREE

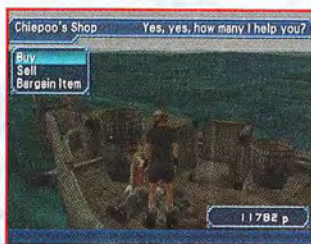
## 027 MAIN EVENT EXILED?

You must have seen this coming, and it also kicks off the main part of the game. Before your exile begins, you are escorted to the docks by two of your four Academy teammates. The two who appear are the ones you chose not to take with you on the Middleport missions.

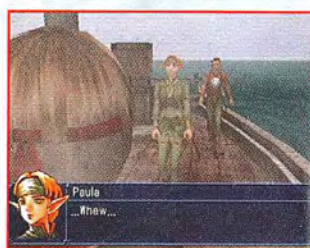


## 028 MAIN EVENT THE EXILE SHIP

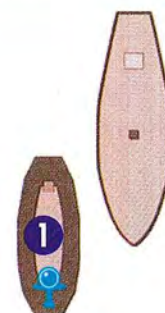
After the Gaian Knight Ship sails away, you find yourself on a small ship with meager rations and three stowaways. The characters chosen for the Middleport missions decided to throw in their lots with you and take their place as your first two recruits. However, a quick examination of the boat uncovers another stowaway, the Nay Kobold merchant, Chiepoo.



*Whenever you anchor the Exile Ship, it's possible to talk to Chiepoo and purchase basic items from his traveling shop.*



## EXILE SHIP

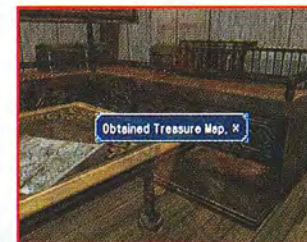
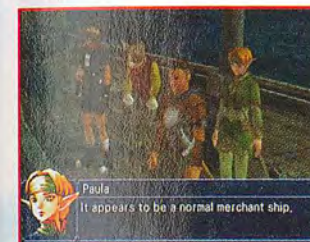


## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Medicine (x10), Steamed Bun (x10)	

## 030 MAIN EVENT RESCUED?

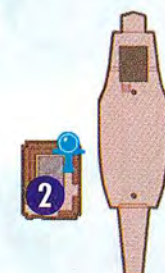
After fighting 2 random battles at sea, a mysterious Merchant Ship appears on the horizon. The owners decide that you aren't dangerous and allow you to board their ship. Snoop around for a while (grab the Treasure Map from the table in the cabin!) then talk to the man, Colton, to take a well deserved rest.



Examine the table inside the ship's cabin to get the Treasure Map. These are used for a mini-game later on and you should make finding them a priority. When you are ready to start the next event, talk to Colton and opt to take a rest.



## MERCHANT SHIP



## Treasure Data

NO.	ITEM NAME	COMMENTS
2	Treasure Map	Examine the table before resting.

## 031 MAIN EVENT BATTLE AGAINST COLTON AND TROY

## Colton



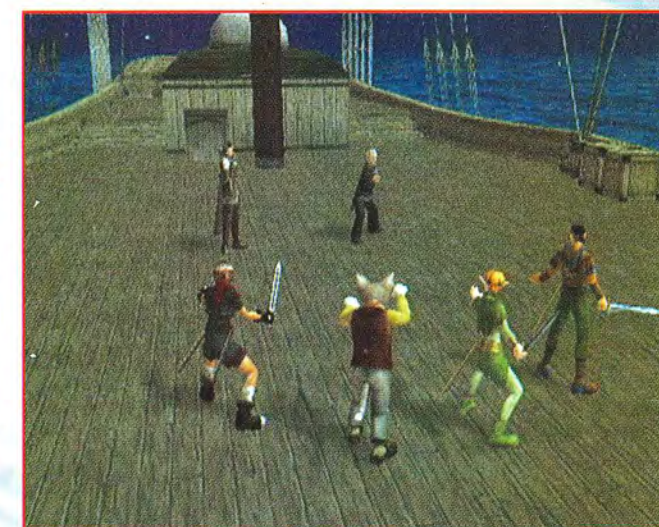
LOCATION	ME031
LVL	25
HP	5350
ATK	270
SKL	30
PDF	90
POTCH	100
ITEMS	Medicine 10%
COOKING	—

## ??? (Troy)



LOCATION	ME031
LVL	32
HP	?
ATK	?
SKL	?
PDF	?
POTCH	100
ITEMS	Medicine 10%
COOKING	—

There is no way to win this battle. Don't waste any magic points and take the beating. This loss does not count against you, nor does it end the game. You are meant to fail.



*The horribly mismatched battle begins!*

## 032 MAIN EVENT DEFEAT THE KOOLUK SOLDIERS!

## Kooluk Soldier



LOCATION	ME032
LVL	15
HP	180
ATK	50
SKL	20
PDF	20
POTCH	200
ITEMS	Medicine 30% Pot of Razril 10%
COOKING	—



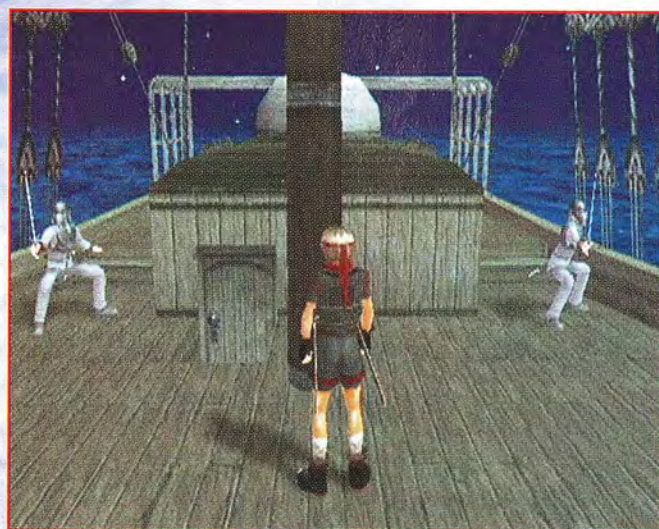
Kooluk Soldiers are stationed in strategic areas of the ship and you must get through two groups before reaching the safety of the Exile Ship. Fortunately, these soldiers aren't that hard to defeat and give your party good experience.

Conserve your magic points for later. Spells do not give a crucial edge in these battles against the Kooluk Soldiers.



### 033 MAIN EVENT KOOLUK SOLDIERS, ROUND TWO AND BEYOND?

If you think you're up for a bit of leveling up after the first Kooluk Soldier battle, talk to the Kooluk Soldiers blocking the steps leading to the upper deck. The battles that ensue when you talk to the soldiers are identical to the fixed battles fought before. It's a convenient way to level up, especially since the Soldiers never leave their posts.



When you defeat the second fixed group of Kooluk Soldiers, the path to the Exile Ship is cleared.

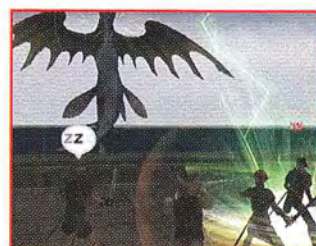


### Water Dragon



LOCATION		ME035
LVL	21	EVA 20
HP	1300	MAG 33
ATK	33	SPD 20
SKL	33	MDF 50
PDF	20	LUC 33
POTCH	1000	
ITEMS	Dragon Scale 100% Dragon's Bone 100%	
COOKING	—	

Dragon Flood inflicts around 50HP to the whole party, while Thunder Flash has a 25% chance of putting its target to sleep. If you have Keneth on your team (or someone else with a Lightning Rune), have him cast Thunder Runner and Berserk Blow until he runs out of MP. The Water Dragon is vulnerable to lightning-based attacks.



A sampling of the Water Dragon's attacks.

Keep up with your party's healing needs with Medicine and Kindness Drops or any other spells that might cure any of the crew put to sleep by the Water Dragon.



When the battle's over, the real fun begins as a gigantic wave swamps the ship!

## THE DESERTED ISLAND

## II WALKTHROUGH CHAPTER 4

### SUMMARY OF CHAPTER FOUR

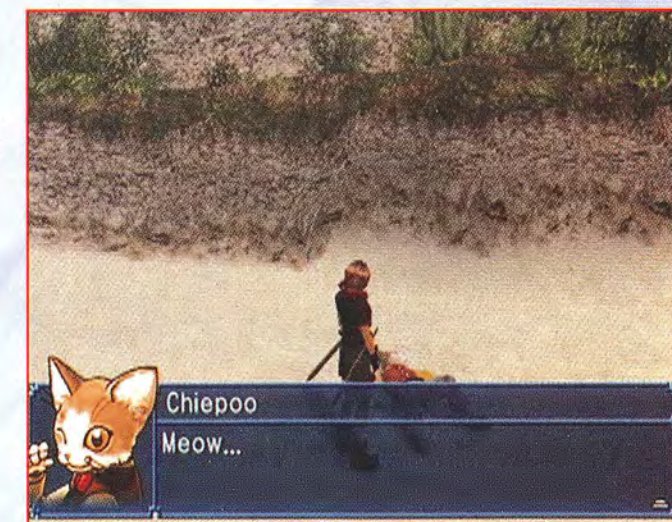
- 036 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
Talk to each of the characters twice to get them to rejoin the party.
- 037 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
From the beach, head to the following three places: Boulder Shade, Edge of Island, and the Subterranean Lake at the end of the Cave. Return to the Beach and select "Then we'll have to escape." when prompted.
- 006 SURVIVAL EVENT LOCATION: DESERTED ISLAND, BEACH**  
Choosing the other option, to stay on the island, leads to the first of two premature endings. In this ending, you repeat the survival tasks started in ME038.
- 038 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
Delegate "survival" responsibilities. The choices are to gather pieces of wood from marked trees in the Dense Forest, gather coconuts at the Edge of the Island or make rope on the Beach. After collecting enough items each day, go to the Subterranean Lake area, then return to the beach and pick up your teammates. Finally, head back to the camp by Boulder Shade area and choose to rest for the day.
- You can also go into the caves and fight Pearl Crabs and Giant Bats or Wild Crabs in the Forest or on the Hill by yourself while the rest of your party is off doing their jobs. Once you've visited the subterranean lake and received your items, it's possible to grab as many of your teammates as you want and go fight random battles. In addition, Chiepo's store remains in service when you talk to him during the first and second stages of the survival quest.*
- 007 SURVIVAL EVENT LOCATION: DESERTED ISLAND, SUBTERRANEAN LAKE**  
When you visit this area during the survival item quest, you meet a strange creature. After she jumps back into the lake, look for a shining spot on the ground to get a great accessory. Return on each of the three days you perform this quest to get different accessories.
- 039 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
Repeat the survival exercise a second time.
- 040 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
Repeat the survival quest a third time.
- 041 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
In the morning, talk to both teammates and the mermaid to learn about Chiepo's folly. Go to the Hill beyond the Dense Forest.
- 042 MAIN EVENT LOCATION: DESERTED ISLAND, HILL**  
Battle the Boss Crab (plus 2 Wild Crab). This part of the battle lasts for 3 turns. Select "I'll try using the power of the Rune!" to continue the battle. Since you cannot defeat the Boss Crab in this battle, do not use any Rune magic. Conserve it for the second half.
- 043 MAIN EVENT LOCATION: DESERTED ISLAND, HILL**  
The second half of the Boss Crab battle. This time you take on the Boss Crab plus 6 Wild Crabs. This time, use Rune magic.
- 044 MAIN EVENT LOCATION: MYSTERIOUS TUNNEL**  
Examine/talk to the three points of light in the mysterious tunnel of light, then take on a Mysterious Shadow.
- 045 MAIN EVENT LOCATION: DESERTED ISLAND, BEACH**  
Speak to all party members to put them in your party. Scene moves to the Exile Ship. Head out in any direction. Fight 2 random battles.
- 046 MAIN EVENT LOCATION: SEA, OFF SHORE OF DESERTED ISLAND**  
Defeat the two Killer Rays. After the battle, the party discovers that the boat's oars are missing, leaving everyone adrift at sea.
- 047 MAIN EVENT LOCATION: EXILE SHIP**  
Speak to all three companions on your boat. A ship from the Kingdom of Obel appears.

GO TO CHAPTER FIVE!

### EVENTS OF CHAPTER FOUR

#### 036 MAIN EVENT IS EVERYONE OKAY???

The first task upon awaking on the deserted island is to check on the crew. Talk to each of them twice. The first time you talk to each party member just barely wakes them up. To get their attention, speak with them a second time.





## DESERTED ISLAND

The party needs to start looking for the materials necessary to repair the boat. Fortunately this island is well stocked.

### SHOPS

#### CHIEPOO'S SHOP

ITEM	PRICE
Medicine	20 Patch
Broiled Fish	100 Patch
Mackerel Miso Stew	150 Patch
Jizo Clock	500 Patch

ITEM	PRICE
Mega Medicine	150 Patch
Seashell	25 Patch

### CHARACTERS



LILEN

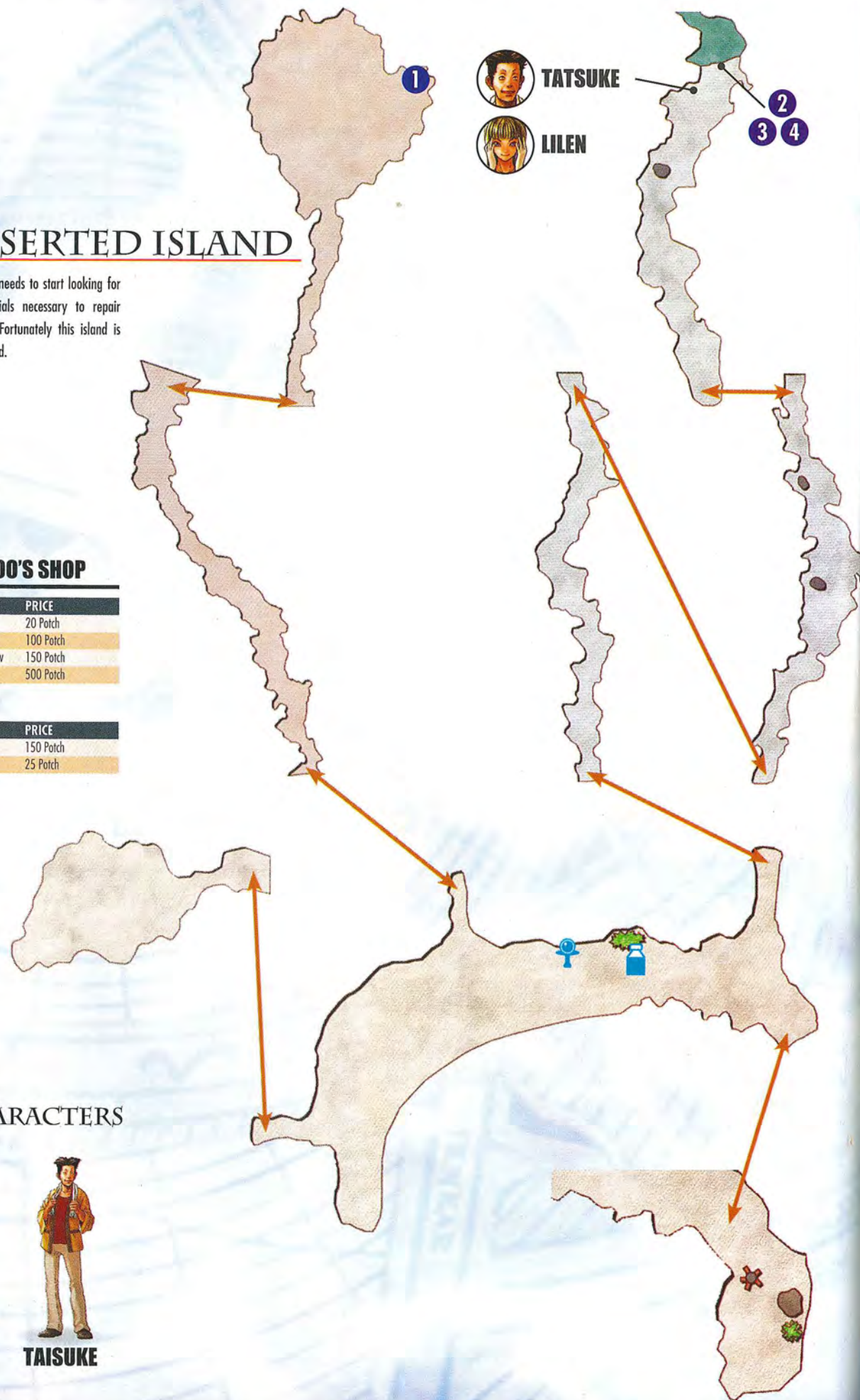


TAISUKE



TATSUKE

LILEN



### Treasure Data

NO.	ITEM NAME	COMMENTS
1	Necklace	
2	Lucky Ring	Talk to Lilen on the first day on the island.
3	Water Amulet	Talk to Lilen on the second day.
4	Guard Ring	Talk to Lilen on the third day.

### ENIMIES

#### ENEMY DATA (DURING EXILE)

Giant Bat  
Pearl Crab  
Wild Crab

#### ENEMY DATA (AFTER YOU GET THE SHIP HQ)

Ancient Crab  
Dry Fly  
Golden Wing  
Moss Behemoth  
Queen Sprout  
Savage Frog

#### 037 MAIN EVENT EXPLORATION

Before anything can be done about leaving the island, you must first explore it. Ideally, you should look everywhere, but realistically you only need to explore the areas to the far left and far right of the Beach, then travel to the subterranean lake at the back of the long winding cave. Return and the group decides what sort of tasks must be done in order for the group to fix the boat and set sail.



A shimmering column of light at the edge of the subterranean lake recovers your HP when examined. This is great for parties wearied by scores of battles against crabs and bats.

#### 038 MAIN EVENT SURVIVAL 101

There are four tasks to delegate to the crew. The first, gathering food, is always taken by Chiepool. The next items on the list are gathering wood, making rope from seaweed, and picking up coconuts from the ground. Assign two of the tasks and take one for yourself.



Shining points of light on tree trunks mark where in the Dense Forest and Hill areas you can collect your three pieces of lumber.



Pick up three pieces of the seaweed that washes up on the shore of the Beach to complete the rope-making task.



Head to the Edge of Island area to harvest the coconuts that have fallen to the ground.

After gathering your assigned item, head into the Cave and head to the Subterranean Lake. After the brief encounter, check the ground by the lake shore for a present.



Night around the camp fire is a time for reflection and soul-searching.

#### 006 SUB EVENT AN ALTERNATE ENDING

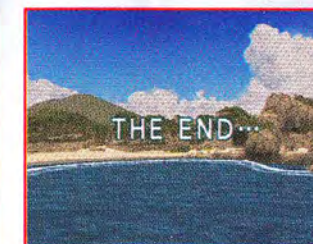
You can choose to stay on the island. All you must do is select the option to stay on the island three times during ME037 to convince your party to stay and enjoy island life. Choosing this option basically puts an end to the quest and ends the game. However, you are allowed to keep playing the survival exercise over and over and over, until you decide to quit and reload your game.



It's going to take some serious persuasion to make your party stay on the island, but you can do it.



Check out the new character artwork on the dialogue boxes!



The screen says "The End," but the game keeps on going, in a manner of speaking.

### WALKTHROUGH

#### CHAPTER 1

#### CHAPTER 2

#### CHAPTER 3

#### CHAPTER 4

#### CHAPTER 5

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#### CHAPTER 12

#### FIGHTING 101

#### WALKTHROUGH

#### CHARACTERS

#### HEADQUARTERS

#### MINI-GAMES

#### ITEM DATA

#### BESTIARY

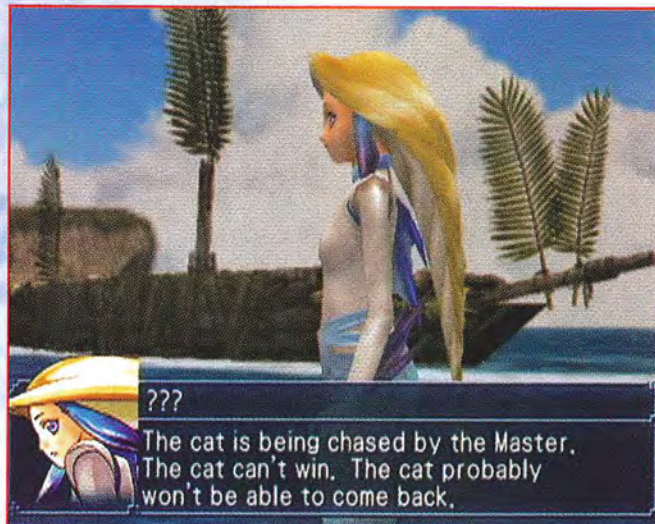


# 041 EVENT A NEW FRIEND, A NEW FOE

After completing the third day of gathering survival materials, you should have made good friends with the mermaid in the back of the caves. As a result, on the fourth morning, she comes bearing news about your food-crazed pal, Chiepoo.

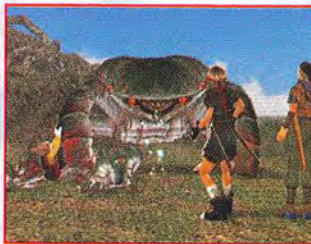


The goal of the daily meetings with the mermaid is to make friends with her. So don't say or do anything that would make her feel threatened.



# 042 EVENT BOSS BATTLE: BOSS CRAB, PART ONE

To save Chiepoo, you must rescue him from the clutches of the Boss Crab. The first part of the battle, as you should be able to tell from the small amount of damage you are inflicting, is un-winnable. Save magic points and work on taking out the Wild Crabs accompanying the boss.



At the end of the third round, you are prompted to use the Rune of Punishment to break down the Boss Crab's defenses. Now the real battle begins!

# 043 EVENT BOSS BATTLE: BOSS CRAB PART TWO

## Boss Crab

LOCATION		ME043	
LVL	36	EVA	20
HP	1300	MAG	20
ATK	50	SPD	20
SKL	40	MDF	50
PDF	35	LUC	33
POTCH	1000		
ITEMS	Giant Crab's Shell 100%		
	Crab Bun 100%		
COOKING	—		

## Wild Crab

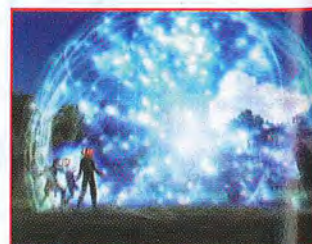
LOCATION		Deserted Island	
LVL	17	EVA	18
HP	90	MAG	25
ATK	65	SPD	25
SKL	25	MDF	25
PDF	25	LUC	25
POTCH	380		
ITEMS	Shell 20%		
	Seashell 30%		
COOKING	Crab Bun		

This time the Boss Crab appears with 6 Wild Crabs. If you saved all of your magic points, now is the time to use them! Use multi-target magic like Berserk Blow, Breath of Ice or Dancing Flames to take out the Wild Crabs in the first round of battle.



It's tempting to use Eternal Ordeal against the Boss Crab, but be careful! It inflicts 30 HP of damage on you and that can add up quickly!

Boss Crab Breath takes on two forms. The first is an attack against a single character. The second form targets the whole party and does damage in the 50-70 HP range, similar to the Boss Crab's Water Bubble attack.



Water Bubble envelopes the party in a dome of bubbles.

Since the Boss Crab has no particular weaknesses, use whatever type of magic you happen to have. However, you should use one character every round to heal the damage caused by the Boss Crab's attacks. This monster isn't extraordinarily dangerous, but the battle is likely to be long and arduous. If your teammates are between Lv. 17 and Lv. 20, you should have the HP and MP to make it through to the end.

# 046 EVENT BOSS BATTLE: KILLER RAYS

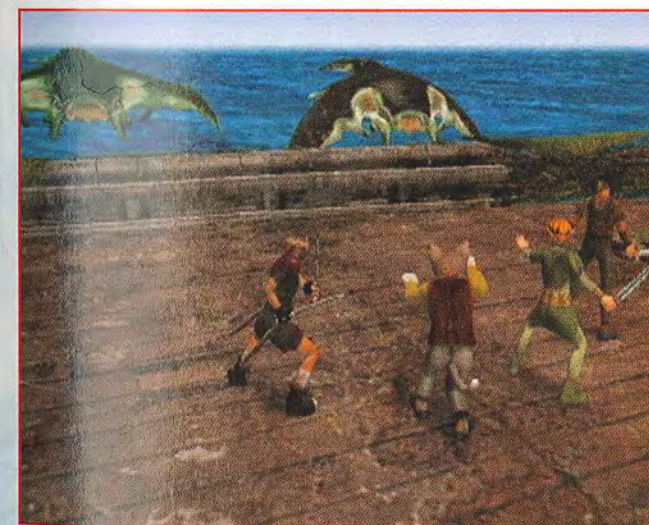
## Killer Ray

LOCATION		ME046	
LVL	24	EVA	30
HP	850	MAG	50
ATK	50	SPD	50
SKL	40	MDF	50
PDF	25	LUC	40
POTCH	800		
ITEMS	Water Rune Piece 10%		
	Jizo Clock 100%		
COOKING	—		

## Killer Ray

LOCATION		ME046	
LVL	24	EVA	30
HP	900	MAG	30
ATK	50	SPD	50
SKL	30	MDF	25
PDF	35	LUC	50
POTCH	800		
ITEMS	Mega Medicine 100%		
	Water Rune Piece 10%		
COOKING	—		

After defeating the Boss Crab and recovering from using the Rune of Punishment, it's time to set sail and leave the Deserted Island behind. Say good bye to the mermaid, and head out into the open sea. Once you've fought two random sea battles, an even more deadly group of monsters come to call!



While it should take you less time to defeat the Killer Rays than the Boss Crab, the stakes here are a little higher. Both of the Killer Rays have pretty devastating attacks. Eyebeam targets a single party member and drills him or her for about 80 HP or damage. Their combo attack affects all party members and inflicts around 100 HP of damage.

Both of the Killer Rays are pretty equal in terms of strength and HP. However, the brown one has the ability to summon a devastating combo attack, so concentrate attacks on him first.



During Murdering Eye Combo, both Killer Rays draw back and ram the boat. The resulting damage, which affects the whole party, can be quite severe at around 100HP apiece.

The green Killer Ray isn't particularly weak versus any one type of magic, but the brown one is. To take him out efficiently, use Eternal Ordeal a few times. The damage that Hero sustains from the spell is worth it as the brown Killer Ray is vulnerable to the Rune of Punishment's magic.

# 047 EVENT RESCUE!

The group is stuck in the middle of the sea without oars or a decent sail. Talk to all of your friends and, before you know it, help comes in the form of another mysterious ship.



In the distance another ship appears.



## WALKTHROUGH

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## FIGHTING 101

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## SUMMARY OF CHAPTER FIVE

<b>048 MAIN EVENT</b>	<b>LOCATION: OBEL ROYAL SHIP</b> Speak to Desmond. Explore the ship. Talk to Desmond a second time to trigger the landing in Obel sequence. <i>Explore the Obel Royal Ship and grab any treasure you find. Look for a Treasure Map on the table near the Save Point.</i>	<b>055 MAIN EVENT</b>	<b>LOCATION: RUINS OF OBEL, OUTSIDE</b> Head out into the outside part of the Ruins. Speak to Rikie. Afterwards, head back to the inside of the Ruins.
<b>049 MAIN EVENT</b>	<b>LOCATION: KINGDOM OF OBEL, ANTECHAMBER</b> In Obel, head north to the Palace and speak to Setsu about meeting the King.	<b>056 MAIN EVENT</b>	<b>LOCATION: RUINS OF OBEL, OUTSIDE</b> Defeat the Guard (Second Form). Afterwards, Rikie and Rakgi join your company. <i>Manu appears outside the Cave HQ with a new invention, the elevator. This takes you directly to the Harbor.</i>
<b>050 MAIN EVENT</b>	<b>LOCATION: KINGDOM OF OBEL, AUDIENCE CHAMBER</b> Speak with the King, Lino En Kuldus. Get the Ruins Entry Permit. Desmond joins the party. Take the Cliff Path to the right and enter the cave.	<b>057 MAIN EVENT</b>	<b>LOCATION: KINGDOM OF OBEL, HARBOR</b> If you have more than 10 people in your company and at least 4 in your party, hop on your ship and Lilin appears with a favor to ask.
<b>051 MAIN EVENT</b>	<b>LOCATION: KINGDOM OF OBEL, CAVES</b> Desmond introduces you to your new temporary HQ. <b>Louise, Tov, Chadli</b> and <b>Desmond</b> join the army.	<b>058 MAIN EVENT</b>	<b>LOCATION: SEA, OFF SHORE OF OBEL</b> Look for the enemy ship nearby and approach it to board the ship. Defeat 2 groups of the Captain's Staff. Chose "Shoot them!" when prompted. <b>Lilin</b> joins your group permanently.
<b>052 MAIN EVENT</b>	<b>LOCATION: CAVE HQ, HERO'S ROOM</b> Find your room in the Caves and rest on the bed. In the morning, speak to Desmond and receive permission to use one of the Kingdom's ships. <i>At this point in the game you can recruit the following characters: Ornan, Perrault, Mitsuba, Reinhold and Rita.</i>	<b>059 MAIN EVENT</b>	<b>LOCATION</b> Head back into the harbor. Win Naval Battle: "Pirate Dario".
<b>008 SUB EVENT</b>	<b>LOCATION</b> Pick up <b>Ornan</b> by the well in Obel.		
<b>009 SUB EVENT</b>	<b>LOCATION</b> Use the ship in the Obel Harbor to sail north to Nay Island to pick up <b>Perrault</b> and to Na Nal to recruit <b>Mitsuba, Reinhold</b> and <b>Rita</b> .		
<b>053 MAIN EVENT</b>	<b>LOCATION: KINGDOM OF OBEL, RUINS OF OBEL</b> Put at least 2 characters in your party and go to the Ruins. Speak with Rakgi at the entrance and show him the Permit from the King. Enter the Ruins.		
<b>054 MAIN EVENT</b>	<b>LOCATION: RUINS OF OBEL</b> Near the exit to the Ruins, the Guard aura appears. Defeat the Guard		

## GO TO CHAPTER SIX!

## STARS OF DESTINY CHECKLIST FOR CHAPTER FIVE

NO.	CHARACTER NAME	LOCATION	ME/SE#
5	Louise	Kingdom of Obel, Cave HQ	ME051
6	Tov	Kingdom of Obel, Cave HQ	ME051
7	Chadli	Kingdom of Obel, Cave HQ	ME051
8	Desmond	Kingdom of Obel, Cave HQ	ME051
9	Rakgi	Ruins of Obel, Outside	ME056
10	Rikie	Ruins of Obel, Outside	ME056
11	Lilin	Sea, Off shore of Obel	ME058
12	Ornan	Kingdom of Obel, Town	SE008
13	Perrault	Nay-Kobold Settlement, Trading Post	SE009
14	Mitsuba	Na Nal, Gathering Square	SE009
15	Reinhold	Na Nal, Gathering Square	SE009
16	Rita	Na Nal, Inn	SE009

## EVENTS OF CHAPTER FIVE

## NEW FRIENDS

The ship that picks up the group is from the Kingdom of Obel, an island nation in the SE corner of the map. Once Desmond gives you free reign of the ship, use the time to look for treasures. Examine the tables in the cabin to find another Treasure Map. When you are ready, talk to Desmond to hasten your arrival in Obel.



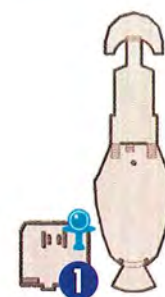
Desmond and the other officers on the boat seem very interested in your Rune.



Don't let the ship land in Obel without grabbing this precious item!

## OBEL ROYAL SHIP

The Obel Royal Ship is similar to the ships previously used. Look for treasure and a save point inside the Cabin.



## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Treasure Map	Examine the table.

## KINGDOM OF OBEL

The Kingdom of Obel becomes your base for the next few chapters. Obel is a short distance from the tiny Mordo Island and even smaller Donut Island. A little further away are Nay Island and Na Nal Island, two larger communities. Prepare to spend time sailing between these locales until you gain other means of transportation.

## SHOPS

## RUNE SHOP

## Before Ship HQ

RUNE	PRICE
Sunbeam Orb	10000 Patch
Lightning Orb	500 Patch
Earth Orb	500 Patch
Water Orb	500 Patch

## After Liberation

RUNE	PRICE
Double-Strike Orb	20000 Patch
Drain Orb	8000 Patch
Wizard Orb	50000 Patch
Wind Orb	500 Patch
Water Orb	500 Patch
Fire Orb	500 Patch
Lightning Orb	500 Patch
Earth Orb	500 Patch

## SERVICES

SERVICE	DESCRIPTION
Inn	60 Patch/person
Mini-Games	Card Game (Noah) Down to One and Triple Toss (Gunter)
Blacksmith	Sharpens weapons up to Lv 6 (Before Invasion of Obel) Lv. 14 (After Liberation of Obel).
Trade Shop	Informant: 100 Patch
Rune Shop	Attach a Rune: 300 Patch Remove a Rune: 500 Patch
Lottery	
Appraiser	

## ITEM SHOP

## Before Ship HQ

ITEM	PRICE
Medicine	20 Patch
Mega Medicine	150 Patch
Antitoxin	50 Patch
Escape Talisman	200 Patch
Jizo Clock	500 Patch
Thunder Amulet	2200 Patch

## Before Ship HQ

ITEM	PRICE
Fire Rune Piece	500 Patch
Drain Orb	8000 Patch
Counter Orb	5000 Patch

## 049 MAIN EVENT

## WELCOME TO THE KINGDOM OF OBEL!

Upon your arrival, Desmond and Flare request that you stop by the Royal Palace and meet with the King. Of course, you don't have to go there directly. Take time to explore the town, do some shopping and upgrade your weapons before heading up to the top of the hill to the Palace. In the Antechamber, look for a man named Setsu to set up your meeting.



## ARMOR SHOP

## Before Ship HQ

ITEM	PRICE
Shoes	120 Patch
Knee Socks	350 Patch
Anklet	400 Patch
Iron Boots	500 Patch
Wristbands	250 Patch
Bangle	250 Patch
Kite Shield	3500 Patch
Tunic	120 Patch
Chain Mail	350 Patch
Happi Coat	600 Patch
Wool Loincloth	700 Patch
Corset	800 Patch
Iron Mail	1600 Patch
Linen Outfit	1500 Patch
Forehead Guard	120 Patch
Circlet	120 Patch
Iron Helm	500 Patch
Guard Ring	2000 Patch
Counter Ring	20000 Patch

## After Liberation

ITEM	PRICE
Master Wristbands	2500 Patch
Paw Shoes	3000 Patch
Battle Suit	4000 Patch
Feather Robe	3800 Patch
Thunder God's Garb	5000 Patch
Pirate Bandana	1300 Patch

## After Liberation

ITEM	PRICE
Silk Robe	14500 Patch
Gold Mail	12000 Patch
Night Armor	14000 Patch
Diamond Mail	32000 Patch
Paw Shoes	3000 Patch
Gold Anklet	1700 Patch
Gold Boots	7000 Patch
Diamond Boots	12000 Patch
Platinum Shield	11000 Patch
Silk Hat	8000 Patch
Gold Helm	6500 Patch
Diamond Helm	12000 Patch
Gold Circlet	4800 Patch

## After Liberation

ITEM	PRICE
Gale Bandana	8000 Patch
Venus Gloves	24000 Patch
Cat Mask	11000 Patch
Dragon Bone Armor	41000 Patch

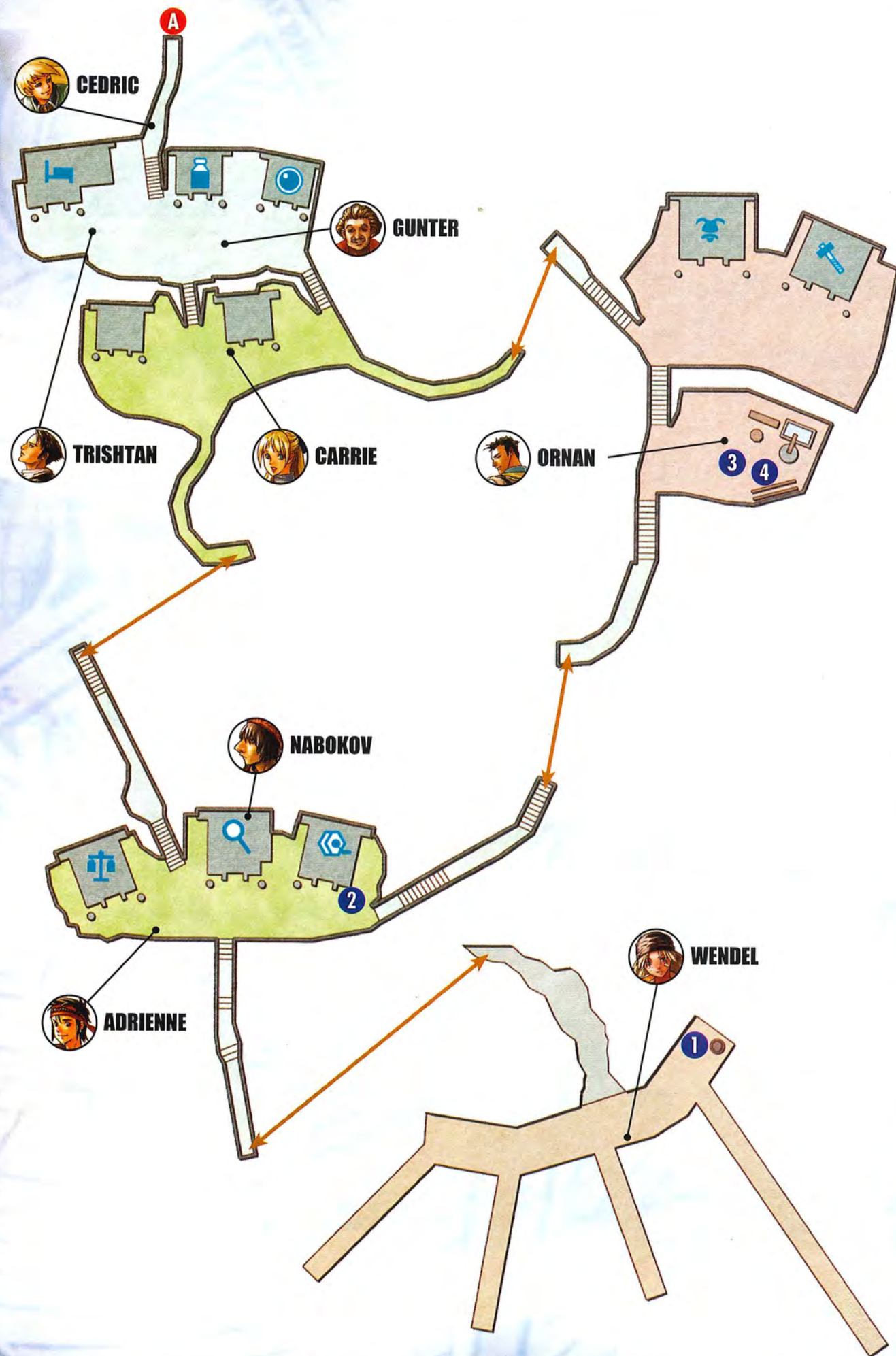
## After Liberation

ITEM	PRICE
Mega Medicine	150 Patch
Cough Drop	50 Patch
Needle	50 Patch
Antitoxin	50 Patch
Escape Talisman	200 Patch
Jizo Clock	500 Patch

## After Liberation

ITEM	PRICE
Flame Amulet	2200 Patch
Sunbeam Orb	10000 Patch
Warrior Orb	50000 Patch
Earth Magic Ring	20000 Patch





FIGHTING TUI

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

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CHAPTER 7

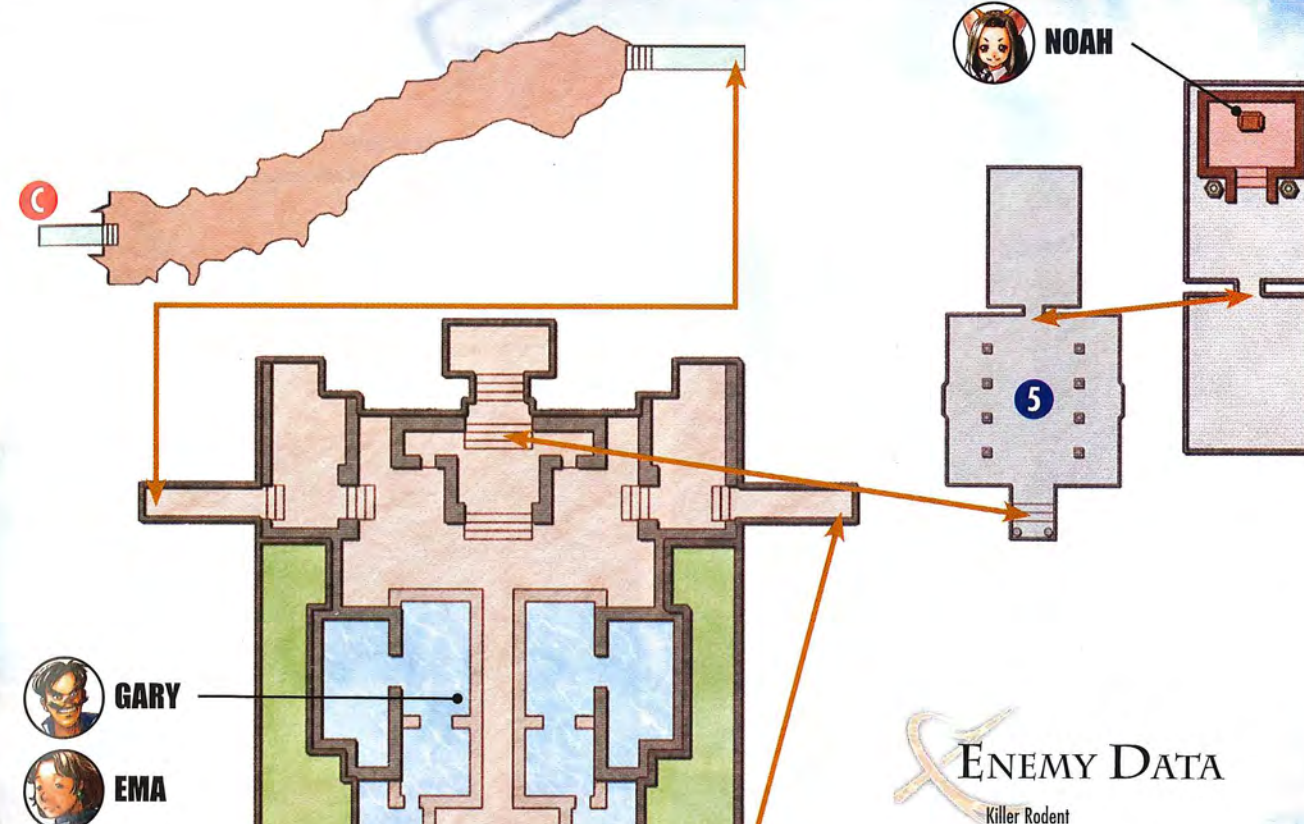
CHAPTER 8

CHAPTER 9

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## ENEMY DATA

Killer Rodent

## CHARACTERS



ADRIENNE



CARRIE



CEDRIC



EMA



GARY



GUNTER



MANU



NABOKOV



NOAH



ORNAN



TRISHTAN



WENDEL

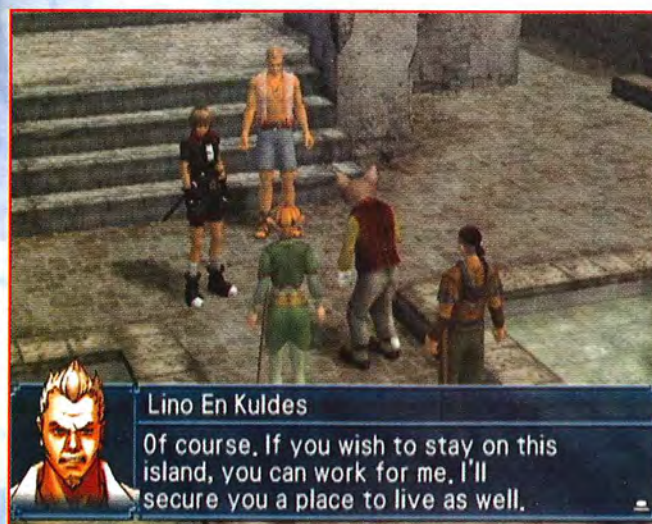
## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Treasure Map	Examine the barrels.
2	Lottery Ticket	Talk to the young girl.
3	Soap	Before you get your Ship HQ, talk to one of the women by the well.
4	Wave Wallpaper	Speak to one of the women by the well after the Liberation of Obel.
5	Seashell	Talk to old woman after Desmond takes you your quarters in the caves.



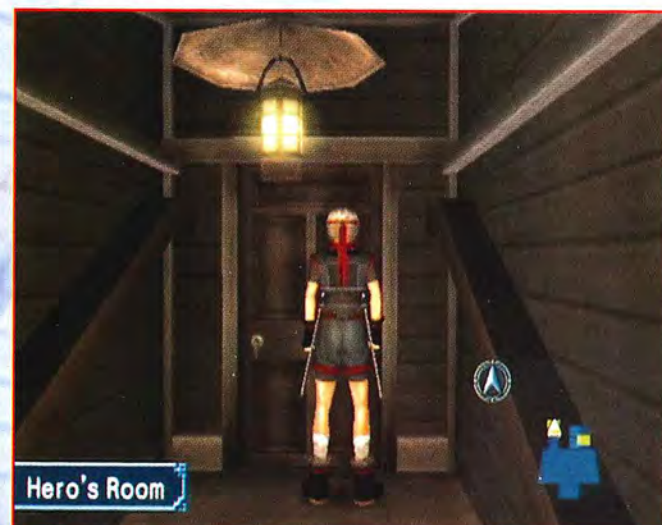
## 051 MAIN EVENT A TEMPORARY HEADQUARTERS

The King of Obel, Lino En Kuldos, gives you permission to visit the Ruins, where you might learn something about the Rune of Punishment. Then, he tells Desmond to take you to your new lodgings in the nearby caves. At this point, four characters (Louise, Chadli, Tov and Desmond) automatically join what will soon become your army.



*Lodging in the caves doesn't sound like a great deal, but it's actually really nice!*

Before you can do anything else, it's time to get some sleep. Hero has his own room on the first floor. Go there and choose to rest for the night.



## CAVE HEADQUARTERS

For those of you who've played other games in this series, you know all about the Headquarters situation. This cave qualifies as a HQ, but it is only temporary.

### 008 SUB EVENT YOUR FIRST RECRUITMENT DRIVE!

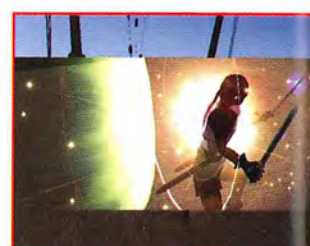
When you wake up the next morning, Desmond gives you permission to use the Obel Ship docked in the harbor. Before you go explore the Ruins, you might want to sail to nearby Nay Island and Na Nal Island and do some recruiting.



*Before you leave, talk to Ornan near the well on the east side of town.*

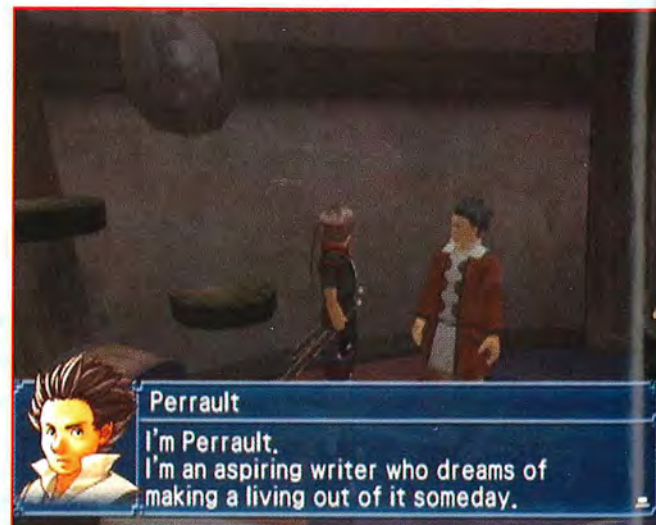
### 009 SUB EVENT MORE RECRUITING

Sail north to the island of Nay to pick up Perrault from the Trading Post. The trip is pretty long and can be treacherous if you decide to fight every single monster you encounter. Since you are probably a little weak to take on monsters like the Jellyfish Men and Damp Hairballs, don't be afraid to retreat from the battle. A good tactic is to fight battles only when the Rush attack is available. This option becomes available when you have a full party of four. Once you've used it, you must wait for six battles before it becomes available again.

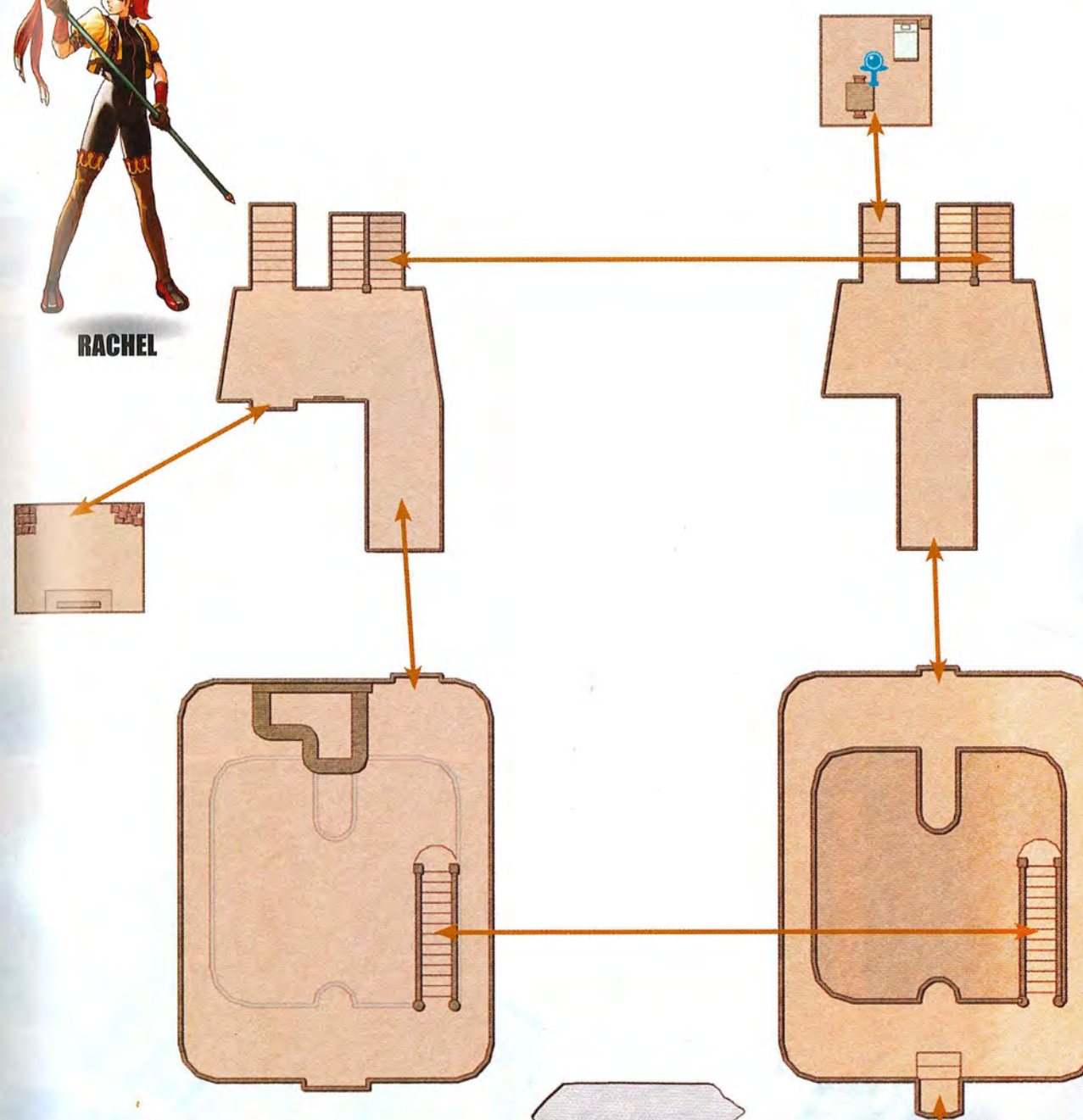


*The Rush attack fully heals Hero and allows him to perform a strong, multi-target attack at the start of the battle.*

Once you make it to Nay Island, head to the Nay-Kobold settlement on the east side of the island. Perrault, an aspiring newspaper man, is in the Trading Post. Talk to him and he joins.



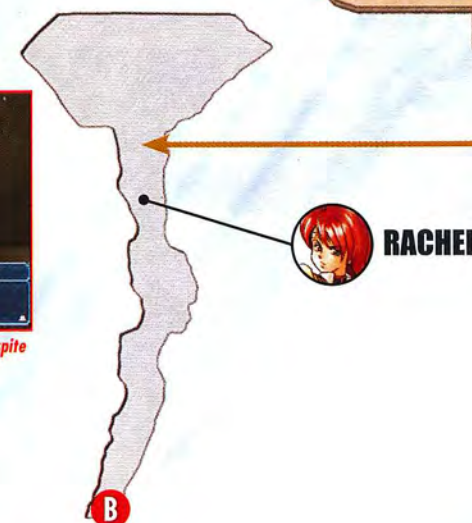
## CHARACTERS



After finishing on the island of Nay (stop at the Inn to recuperate and save your game!), it's time to sail SE to Na Nal Island. Na Nal Island is close to Nay Island. The distance between them is almost identical to the distance between Razril and Middleport. Na Nal harbor lies on the southern most tip of that island, so head there. When you arrive, go to the Inn in the Seaside part of the town and play Ritapon with Rita. If you beat her at her own game, she'll join your party.



*Defeating Rita isn't all that hard and, despite her girly appearance, she makes a great addition to your battle party!*





Next, head north through the village to the Gathering Square. At the entrance, look for a bandaged man named Reinhold. It seems he was beaten up by a bad-tempered girl in the middle of the square. If you are up to the challenge, take her on in a duel.



Reinhold

In the square up ahead, there is a girl in red. She is actually a terribly violent girl.

MITSUBA

LVL 28

OPENING MOVE

Attack or Guard

Mitsuba isn't that hard to defeat (especially once you know what moves she's going to perform) and when you do, Reinhold and Mitsuba reveal their scam. Since you found them out, they'll graciously agree to join your party.

IF SHE SAYS THIS...

Guard  
Guard  
Attack  
Attack  
Special Attack  
Special Attack

SHE'S GOING TO DO THIS...

Come and get me!!  
Whew, I'll see how it goes a bit.  
Hahaha, not yet, not yet!!  
I'm going to slash you and it's gonna hurt!  
Okay, I'll finish it in the next move!  
You're dead!



Mitsuba  
On the off chance you might win, I guess you'd want some kind of reward. Any requests?

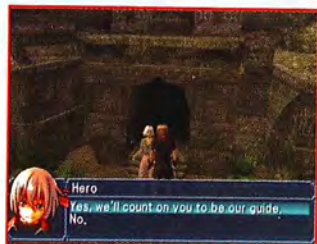


If you defeat her in the duel, both characters join your party.

053  
MAIN  
EVENT

## THE RUINS OF OBEL

Once you return to Obel, it's time to take on the Ruins of Obel. Put together a strong party and head into town to upgrade their armor and weapons. Go down the road to the left of the palace and talk to Rakgi at the entrance of the Ruins. Show him the Ruins Entry Permit to gain access.



Rakgi comes along as your guide through the Ruins.

## RUINS OF OBEL

The Ruins of Obel is the first real dungeon of the game. Inside you'll find the standard dimly lit hallways, out of the way treasure chests and fierce monsters. Keep an eye on the monsters. The Jellymen inside rise from the dead if there are any enemies left at the end of a battle round. It is best if you concentrate on taking out the other members of the enemy party first, then work on the Jellymen. The Ruins is also home to the prized Gold Hammer. However, before you can claim it, you must defeat the Angel Hairball defending the chest. This is a Lv 40 enemy, so you might want to save this battle and item for later on in the game when you are closer in strength and power. At your current level (25-30), your whole party will get wiped in two attack rounds when it unleashes its powerful spells.

054  
MAIN  
EVENT

## BOSS BATTLE: GUARD

Guard



LOCATION	ME054
LVL	32
HP	1500
ATK	130
SKL	71
PDF	100
POTCH	1000
ITEMS	Platinum 100% Good Luck Cat 60%
COOKING	—

Near the end of the ruins, Rakgi alerts you to the presence of a fearsome aura. Immediately afterwards, the boss attacks. This giant clay idol is easy to defeat if your party is above Lv. 25 with all weapons upgraded to Lv 6. If you've saved your Rune magic for this battle, you can easily take the Boss out with Lightning magic. Watch out for Supersonic Wave as it does around 80HP of damage to the whole party. Shining Eye is also pretty brutal, inflicting damage around 100HP to a single target.



Rakgi

Watch out!!  
The aura...  
It's coming our way!!

Rakgi alerts you to the Guard's oncoming presence.



The Guard starts to charge an attack.

056  
MAIN  
EVENT

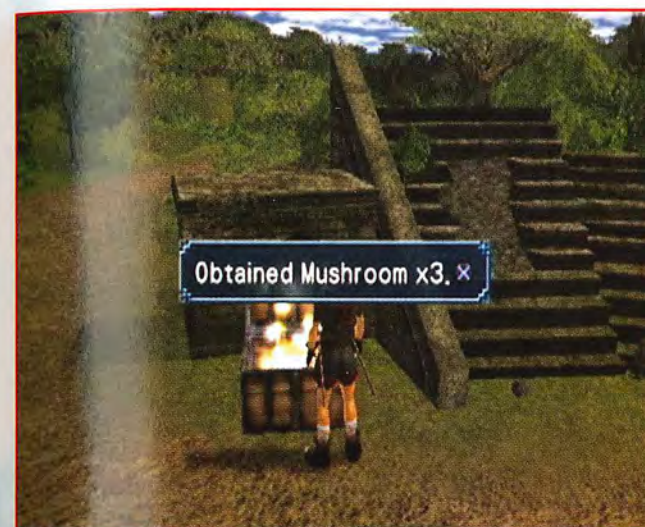
## BOSS BATTLE: GUARD (2ND FORM)

Guard



LOCATION	ME056
LVL	32
HP	2000
ATK	130
SKL	50
PDF	65
EVA	30
MAG	85
SPD	30
MDF	73
LUC	77
POTCH	1500
ITEMS	Diamond 100% Iron Hammer 100%
COOKING	Meat Bun

After defeating the first Guard, head outdoors to meet with Rakgi's mother, Rikie. It won't be too long before Rakgi senses another malevolent force in the area.



Obtained Mushroom x3. ✕

Use the Mushrooms here to recover some magic points before continuing to the next area.

The Guard you face this time is a little stronger than the one dispatched inside the Ruins. In addition to Shining Eye and Supersonic Wave, the Guard now has Strong Iron Hammer, an attack where it releases its right hand and sends it soaring across the battlefield at one of your party members. This does about 120 HP of damage. Keep up the healing and use the same tactics you used to defeat the first Guard.



It is always a good idea to raise your defenses with spells like Clay Guardian.

057  
MAIN  
EVENT

## LILIN RETURNS!

Once you have 10 or more people in your army (and after ME056, you should have 10 picked up just from the story line), head down to the harbor and set sail. Almost immediately, you're stopped by the cries of an old friend. Lilin appears with a horrific tale.



Look for a new character to appear near the Cave's entrance. His name is Manu and he has a time-saving device to show you: an elevator to the Harbor.



Lilin

Bad people... came to our island... They killed everyone and took them away.

Once you've set sail, Lilin appears with a new quest for you.

058  
MAIN  
EVENT

## TAKE ON THE MERCHANT SHIP!

Captain's Staff



LOCATION	ME058
LVL	24
HP	185
ATK	130
SKL	55
PDF	90
EVA	55
MAG	55
SPD	55
MDF	55
LUC	55
POTCH	200
ITEMS	Medicine 100%
COOKING	Meat Bun

Captain's Staff



LOCATION	ME058
LVL	24
HP	185
ATK	130
SKL	55
PDF	90
EVA	55
MAG	55
SPD	55
MDF	55
LUC	55
POTCH	200
ITEMS	Medicine 100%
COOKING	Meat Bun

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

WALKTHROUGH

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CHAPTER 12



## CHARACTERS



RAKGI



RIKIE



TRAVIS

## ENEMY DATA

## BEFORE INVASION OF OBEL

Jellyman  
Killer Rodent  
Unicorn

## AFTER LIBERATION OF OBEL

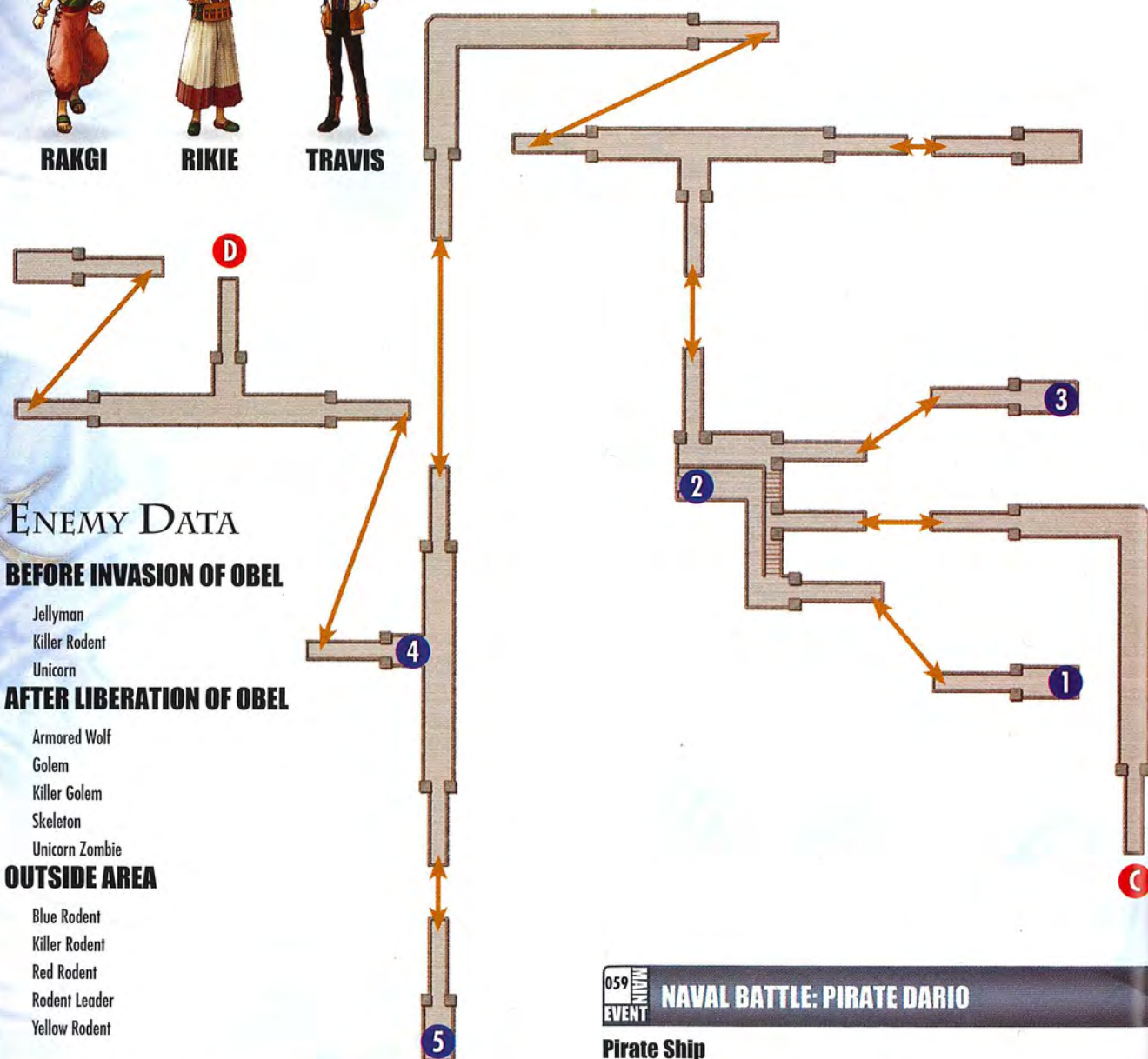
Armored Wolf  
Golem  
Killer Golem  
Skeleton  
Unicorn Zombie

## OUTSIDE AREA

Blue Rodent  
Killer Rodent  
Red Rodent  
Rodent Leader  
Yellow Rodent

## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Thunder Amulet	-
2	5000 Patch	-
3	Magic Hand	-
4	One-Piece Dress	-
5	Golden Hammer	Defeat Angel Hairball.
6	Window Set 2	-
7	Mega Medicine	-
8	Mushroom (x3), Mega Medicine (x3)	Escape Talisman
9	Treasure Map	Examine the tree.

059  
EVENT

## NAVAL BATTLE: PIRATE DARIO

## Pirate Ship

CAPTAIN	DARIO	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	50	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire, Wind			

Once you defeat the Merchant Ship's staff, Lilin joins the army. Head back into the harbor where another event occurs. Mistaking you for the evil merchants, the Pirate Dario attacks your ship!

This naval battle pits your new ship against that of the Pirate Dario. His ship is equipped with a Fire rune cannon and a Wind rune cannon. To equal or best his attacks, assign someone like Desmond with a Fire rune to staff yours.

The guys on the Merchant Ship responsible for the kidnapping of Lilin's sisters are relentless. These guys are wimps in comparison to the Guard, so take them on. While you are busy fighting them, other members of your crew try to free the captured mermaids.



Use multi-target attacks like *Breath of Ice* to inflict damage on all of the enemies at once.



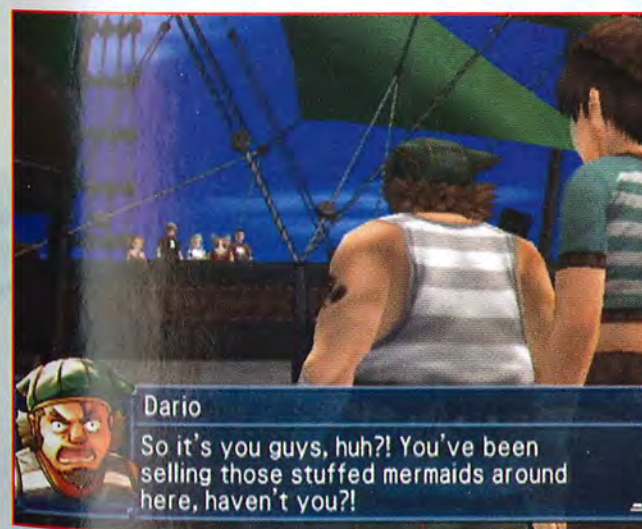
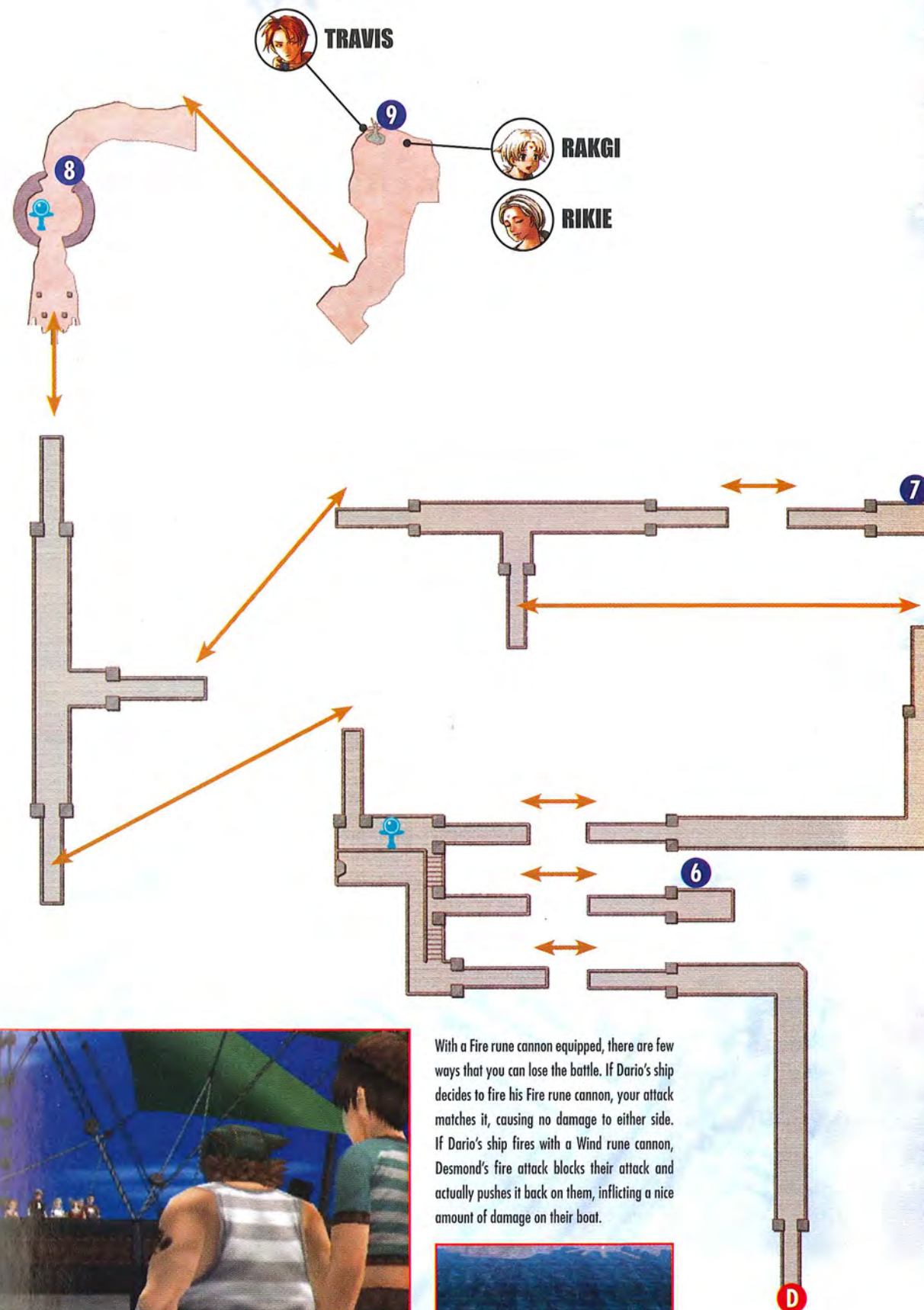
TRAVIS



RAKGI



RIKIE



Dario mistakes your vessel for one of the merchants. With Lilin standing on board, it's an understandable mistake.

With a Fire rune cannon equipped, there are few ways that you can lose the battle. If Dario's ship decides to fire his Fire rune cannon, your attack matches it, causing no damage to either side. If Dario's ship fires with a Wind rune cannon, Desmond's fire attack blocks their attack and actually pushes it back on them, inflicting a nice amount of damage on their boat.





# II AN UNSETTLING DISCOVERY

## SUMMARY OF CHAPTER SIX

<b>060</b> MAIN EVENT	<b>LOCATION: KINGDOM OF OBEL, CAVES</b> Return to Obel and head back to the Cave HQ.
<b>061</b> MAIN EVENT	<b>LOCATION: CAVE HQ, SALOON</b> Talk with Desmond in the HQ. The King requests that you look for a man named Oleg on Nay Island and bring him back with you.
<b>010</b> SUB EVENT	<b>LOCATION: KINGDOM OF OBEL, TOWN</b> Recruit Cedric by going to the Inn and initiating a conversation with the Innkeeper. After a scene where a man runs away up the steps, talk to the Woman in front of the steps leading to the Palace. Answer "Him who?" to undertake the challenge of catching the dodger. Chase Cedric into the Cave HQ and talk to Louise at the bar. She rats him out and suggests that you recruit him. This event must be done after ME060 and before ME073.
<b>062</b> MAIN EVENT	<b>LOCATION: NAY ISLAND, HIGH GROUND (INN)</b> Sail to Nay Island. Head to the "High Ground (Inn)" section of the town. Cross the bridge by the Inn and look for Oleg by the fence overlooking the sea. Offer to see his invention and he joins your party.
<b>063</b> MAIN EVENT	<b>LOCATION: NAY ISLAND, HIGH GROUND (INN)</b> After Oleg sets up his invention, go back to the Inn and speak to the Innkeeper to trigger the next event. Instead of going to sleep, try to leave the room. An event occurs. At the end, rest in your bed.
<b>064</b> MAIN EVENT	<b>LOCATION: NAY ISLAND, HIGH GROUND (INN)</b> In the morning, return to the site of Oleg's invention. Head to the beach to see the big disturbance. Take Oleg back to Obel.
<b>065</b> MAIN EVENT	<b>LOCATION: KINGDOM OF OBEL, AUDIENCE CHAMBER</b> Back in Obel, go to the King's Audience Chamber. Oleg joins your army.
<b>066</b> MAIN EVENT	<b>LOCATION: KINGDOM OF OBEL, CLIFF PATH</b> Head to the Cave HQ via the Cliff Path. At the start of the second half of the path, you are attacked by Akaghi and Mizuki. Defeat them and Desmond suggests that you take your new prisoners to the King.
<b>067</b> MAIN EVENT	<b>LOCATION: KINGDOM OF OBEL, AUDIENCE CHAMBER</b> Return to the King's Audience Chamber. Receive instructions from the King. Mizuki, Akaghi and Ramada join your army.
<b>068</b> MAIN EVENT	<b>LOCATION: KINGDOM OF OBEL, CLIFF PATH</b> Go to the Cave HQ via the Cliff Path. Choose to use the Rune of Punishment to help Obel in battle.
<b>069</b> MAIN EVENT	<b>LOCATION: SEA, OFF SHORE OF OBEL</b> Naval Battle: "Defending Obel"
<b>070</b> MAIN EVENT	<b>LOCATION: MYSTERIOUS TUNNEL</b> Again, walk down the mysterious tunnel, listening to the 4 points of light. Defeat Brandeau's Shadow.

### GO TO CHAPTER SEVEN!

#### STARS OF DESTINY CHECKLIST FOR CHAPTER

NO.	CHARACTER NAME	LOCATION	ME/SE#
17	Oleg	Kingdom of Obel, Audience Chamber	ME065
18	Mizuki	Kingdom of Obel, Audience Chamber	ME067
19	Akaghi	Kingdom of Obel, Audience Chamber	ME067
20	Ramada	Kingdom of Obel, Audience Chamber	ME067
21	Cedric	Kingdom of Obel, Town	SE010

## EVENTS OF CHAPTER SIX

### 061 MAIN EVENT A NEW QUEST

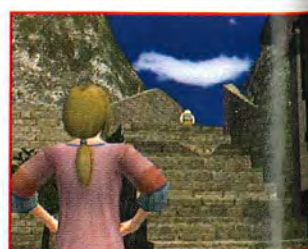
When you return from the battle with the Pirate Dario, a Soldier meets you at the docks and tells you to go see Desmond. Head to the Cave HQ and talk to Desmond, who is waiting in the Saloon. The King has a new mission for you: Sail to Nay Island and look for the inventor Oleg.



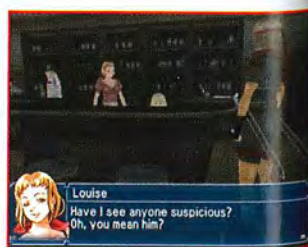
The goal is to find Oleg and bring him back to Obel to speak with Lino En Kuldes.

### 010 SUB EVENT STOP THAT MOOCHER!

At this point you can recruit Cedric. Go to the Inn in Obel. After watching a scene where a young man races away from Inn without paying his bill, speak to the Innkeeper and undertake the mission of capturing him.

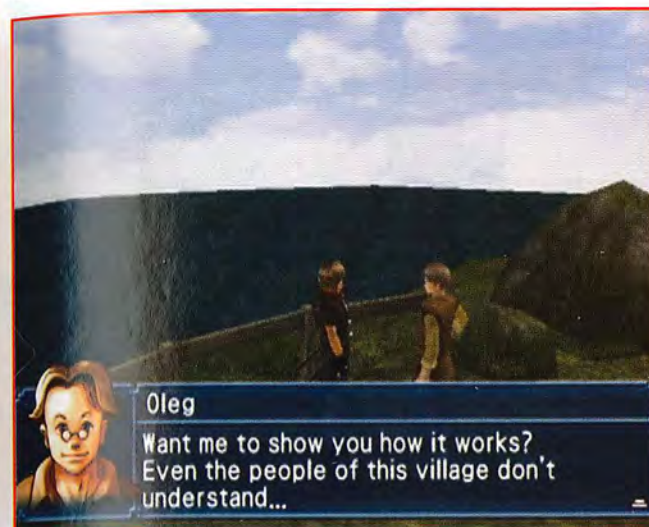


Follow Cedric as he races across the Garden and down the Cliff Path. He soon disappears into the darkness of the Caves and your HQ. When you enter the Saloon, you notice Louise trying to shield the young man. When she suggests that you recruit him because he's so fast, agree. Cedric can be used as a Support character in your battle party.



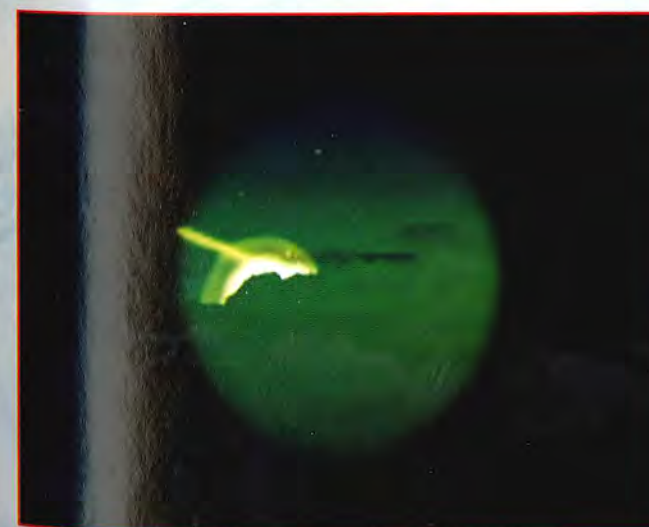
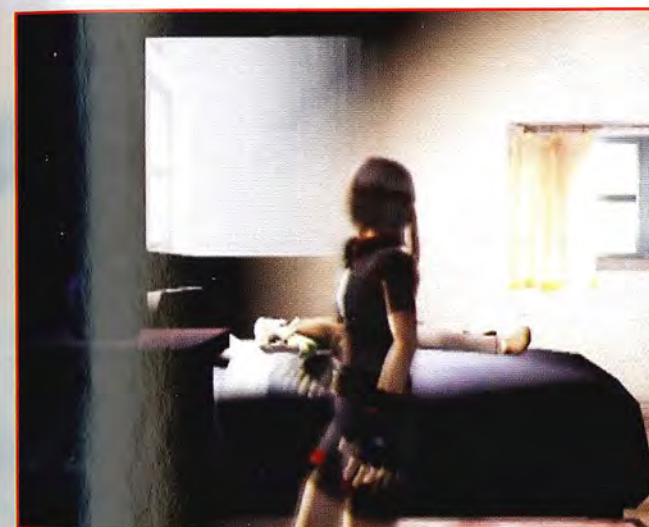
### 062 MAIN EVENT WHAT OLEG'S INVENTION SAW

Sail to Nay Island and head up the hill through town to the highest plateau called High Ground. There, look for Oleg by the fence that overlooks the sea. Oleg has created this amazing invention that records scenes over a set period of time. He sets up the invention and suggests that you retire to the Inn for the night.



Oleg, the Inventor.

During the night, try to leave your room. This triggers an explosive cut-scene. When it is over, rest in the bed until morning. Head back to the site where Oleg set up his invention and take a look at what it recorded.



The recording is more than enough to convince Oleg to return with you to Obel and meet with the King.

### 066 MAIN EVENT A SURPRISE ENCOUNTER!

#### Mizuki



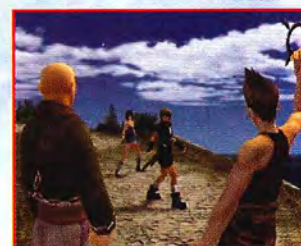
LOCATION	ME066
LVL	34
HP	600
ATK	170
SKL	80
PDF	100
POTCH	200
ITEMS	---
COOKING	Meat Bun

#### Akaghi



LOCATION	ME066
LVL	34
HP	600
ATK	180
SKL	80
PDF	100
POTCH	470
ITEMS	---
COOKING	---

Back in Obel, after Oleg meets with the King and joins your party, it's time to head back to Cave HQ. However, the trip is interrupted by the reappearance of three characters. The "traders" Mizuki, Akaghi and Ramada ambush you on the Cliff Path and pick a fight.



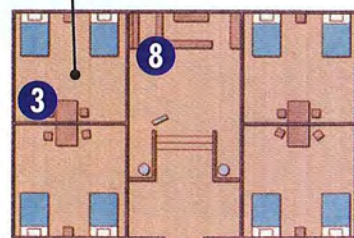


# NAY ISLAND

Nay Island has a large community of both humans and Nay-Kobold. The Nay-Kobold live mainly in the settlement on the east side of the island, past Stonecutter's Field and the Suspension Bridge. There aren't many shops or other facilities on Nay Island, but a nice Trading Post and Hot Springs are in the Nay-Kobold part of town.



GARETH



## SERVICES

SERVICE	DESCRIPTION
Blacksmith	
Mini-Game	Mouse Hunting (Champo)
Trading Post	Informant: 100 Patch
Lottery	
Appraisal	

## CHARACTERS



BANG



BARTHOLOMEW



CHAMPO



GARETH



MAXINE



NALKUL



PERRAULT



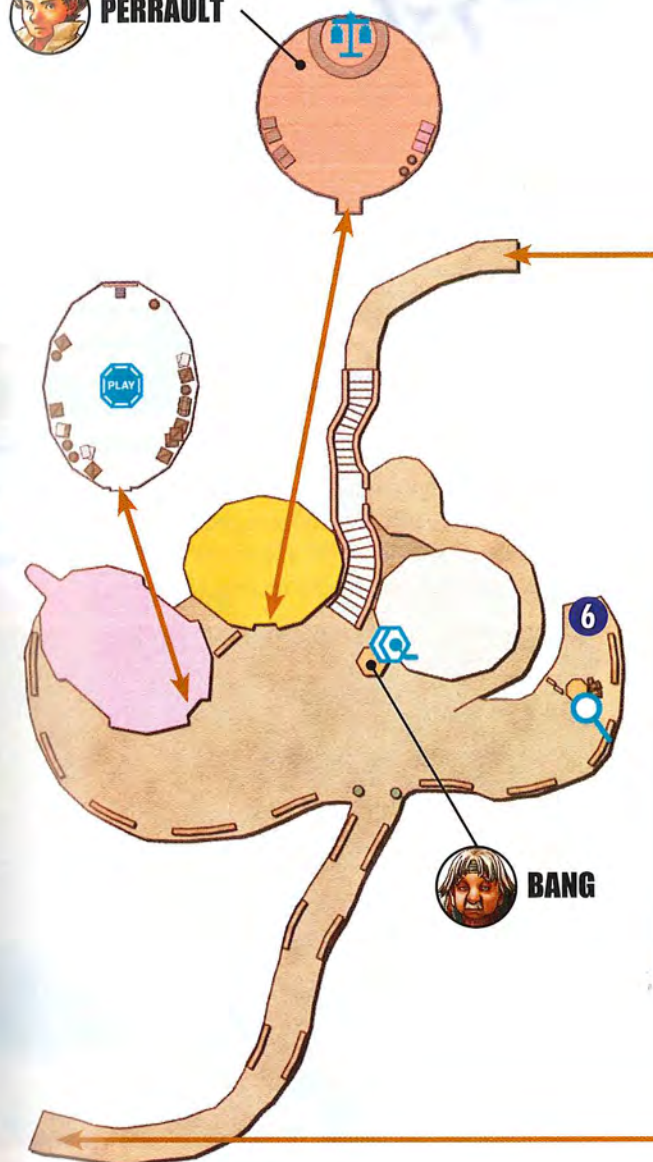
VIKI

### Treasure Data

NO.	ITEM NAME	COMMENTS
1	Old Book Vol 3	-
2	Treasure Map	-
3	Treasure Map	-
4	Treasure Map	-
5	Wool Lincloth	-
6	Lightning Orb	-
7	Treasure Map	Examine the bookshelf.
8	Old Book Vol 6	Examine the bookshelf on counter.
9	Treasure Map	Examine back of tree.
10	Message Bottle	Search along the edge of the shore (after you get the Ship HQ).



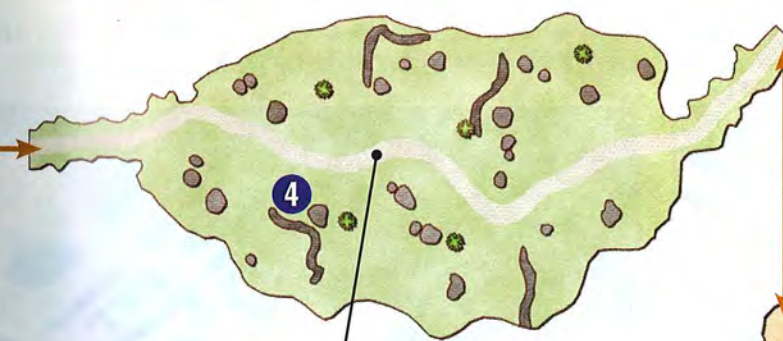
PERRAULT



BANG



BARTHOLOMEW



MAXINE



NALKUL



CHAMPO



VIKI

## ENEMY DATA

Demon Frog  
Golden Wolf  
Killer Fly  
Savage Sprout



This is not that difficult a battle. Hit them with Rune magic attacks to take them out within a round or two. However, they don't have any fearsome special attacks, so it's possible to fight them normally. At the end of the battle, Desmond appears and suggests that you take them to the King.



Ramada

King of Obel, I have a favor to ask. I am fully aware that it is a brazen request, but... may we work for you?

## 068 MAIN EVENT THE RUNE SAVES THE DAY!

When Obel is attacked later, it's up to Hero to save the day. For the story to continue, you must use the Rune of Punishment.



Hero

No choice... I must use the Rune...  
No! I can't use the Rune.

## 069 MAIN EVENT NAVAL BATTLE: DEFENDING OBEL

### Kooluk Ship A

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	60	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire, Wind			

### Kooluk Ship B

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	4
MOBILITY	40	RANGE	3
UNDERLINGS	60	ENDURANCE	3
RUNE CANNON ELEMENTS			
Wind, Earth			

### Obel Ship (Allied Ship)

CAPTAIN	LINO EN KULDES	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	90	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire, Wind			

In this battle an allied ship helmed by Lino En Kuldes helps you out. If you aren't sure how to equip your ship, use Lino's as a guide. The Kooluk Ships are equipped with two rune cannons. Ship A has both Fire and Wind rune cannons while Ship B has Wind and Earth based cannons. To counter both ships' attack capacities, equip your ship with a Fire cannon and a Wind one.



The only thing you can configure on the Obel Ship is contents of the Boarding Party.

With two ships on your side, you can easily divide the work, with each ship taking on one of the enemy's. Use Fire when attacking Ship A and Wind when attacking Ship B.



Chieppo

Hero?!  
What's wrong?!

Using the Rune of Punishment drains Hero's strength sending him mentally back into the mysterious tunnel.

# KOOLUK COMES CALLING

## SUMMARY OF CHAPTER SEVEN

### 071 MAIN EVENT LOCATION: CAVE HQ, HERO'S ROOM

If you have recruited 16 characters or more, try to return to the King's Audience Chamber and you'll be stopped by an Obel Soldier.

At this point (actually after ME067) Manu and his elevator are no longer available outside the entrance to the caves.

### 011 SUB EVENT LOCATION: CAVE HQ, SALOON

If you have recruited 17 or more characters, as you enter the saloon after waking up after the battle, you overhear the others debating the next carrier of the Rune of Punishment.

### 072 MAIN EVENT LOCATION: CAVE HQ, WAR ROOM

Return to the Cave HQ and enter the War Room. The King gives you your next orders. Flare joins the party temporarily.

### 073 MAIN EVENT LOCATION: KINGDOM OF OBEL, TOWN

Head into the town of Obel with Flare and speak to Yu. Yu joins the army. Recruit three other residents before heading back to the caves (2 women by the well and one of the fishermen on the docks.) On the way back Flare leaves your party.

### 012 SUB EVENT LOCATION: KINGDOM OF OBEL, TOWN

While you are in town, speak to Adrienne and recruit her.

### 074 MAIN EVENT LOCATION: CAVE HQ, WAR ROOM

Back in the Cave HQ, head back to the War Room. Choose "Let's go!" if you are ready to trigger the next event. Lino En Kuldes, Pedro, Haruto and Nico join the army.

### 075 MAIN EVENT LOCATION: SEA, SHIP HQ

Before you can enter the ship and explore your newly-mobile HQ, you meet up with Kika, the pirate from earlier. She orders you to follow her to her hideout in the Nest of Pirates.

Now you are free to sail around and pick up new recruits. (Mao, Nao, Ugetsu, Manu, Jeane, Shiramine, Bang, Bartholomew, Viki, Nataly, Kate, Izak, Rene, Taisuke, Lilan, Lilan)

### 013 SUB EVENT LOCATION: SHIP HQ, HERO'S ROOM

Once your HQ is mobile, drop anchor and take a look around. Take a nap in your room and you get a report from Tov about a locked room on the Fifth Deck (the Forbidden Room). Head down to the Fifth Deck and examine the locked door across from the Training Room. Ask the inhabitants if you can come in and you meet Mao. Repeat this process and you meet Nao, too. In talking with them, you can recruit them easily.

### 014 SUB EVENT LOCATION: NA NAL ISLAND

Sail to Na Nal Island and pick up Ugetsu, Manu, and Jeane. To get Ugetsu and Manu, just talk to them. To get Jeane, talk to the man by the Equipment Shop and the man by the Hot Springs to learn about the Rune Master in town. Go to the Rune Shop and ask to speak with the Rune Master. Jeane appears and allows you to talk her into joining your crew. In the Gathering Square, talk to Maxine and battle her (this is the first of three steps required to recruit Maxine).

### 015 SUB EVENT LOCATION: SHIP HQ, FISHING DECK

Once you have Ugetsu on board, look for him on the Rear Deck off the second deck passageway. As you fish, you catch something unusual, a man named Shiramine. As him to join your crew.

### 016 SUB EVENT LOCATION: NAY ISLAND

Sail to Nay Island to recruit Bang, Bartholomew, and Viki. Bang and Bartholomew can be recruited just by talking with them. Viki teleports onto the suspension bridge as you approach the Nay-Kobold city but disappears before you can speak with her. However, when you leave the city (or the Suspension Bridge area) and cross the bridge again, you encounter Viki on the other side waiting for you. Offer to protect her and she joins the crew.

### 017 SUB EVENT LOCATION: ILUYA ISLAND

Sail to the ruined island of Iluya. Recruit Nataly in the ruined City just by talking with her. To recruit Izak, bring him a Flower Seed from one of the Trading Posts. Finally, to recruit Kate, have Mizuki in your party and she convinces Kate to join.

### 018 SUB EVENT LOCATION: NAY ISLAND, HARBOR

Find the Message Bottle on the beach of Nay Island. Head to Donut Island to the east of Obel. Talk to Rene to recruit her and start the Treasure Map Hunt.

### 019 SUB EVENT LOCATION: DESERTED ISLAND, SUBTERRANEAN LAKE

Sail back to the Deserted Island and look for Taisuke in the cave. He's bathing and wants to get dressed before talking with you, unfortunately he's left his clothes outside the cave. Get Taisuke his clothes, then run outside to let him dress in private. For the third time, run back to the lake to speak with him and recruit him.

### 020 SUB EVENT LOCATION: DESERTED ISLAND, SUBTERRANEAN LAKE

Return to Deserted Island and return to the Subterranean Lake. Lilan, one of Lilin's four sister mermaids, is found there. Talk to her and let her know that Lilin is part of your crew to recruit her.

### 021 SUB EVENT LOCATION: SEA, BETWEEN NAY AND NA NAL ISLANDS

To recruit Lilan, Lilin's second sister, return to Nay Island and have Shiramine cast a net. Then sail towards Na Nal Island. When you have Shiramine pull in the net, Lilan should be inside. She joins automatically.

### 076 MAIN EVENT LOCATION: NEST OF PIRATES

Sail to the Nest of Pirates. Follow Kika into the Bar.

### 077 MAIN EVENT LOCATION: NEST OF PIRATES, BAR

Speak to Kika at her table. Choose "Let's fight together!" when prompted during the conversation. Kika, Sigurd, Hervey, Dario and Nalleo join your army.

### 022 SUB EVENT LOCATION: NEST OF PIRATES, BAR

If you have more than 40 Stars of Destiny recruited, recruit Phil in the Bar.

### 078 MAIN EVENT LOCATION: NEST OF PIRATES, KIKA'S ROOM

Set out to sea. When you have more than 30 characters recruited, return to the Nest of Pirates to find a "guest" has been washed ashore. Go to Kika's room to meet with her.

### 079 MAIN EVENT LOCATION: NEST OF PIRATES, BAR

When you leave Kika's room, the King tells you about a tactician named Elenor. Kika comes out and says that she'll set up a meeting.

### 080 MAIN EVENT LOCATION: SEA, OFF SHORE OF NEST OF PIRATES

Set out to sea again. You are engaged by Snowe's ship, in search for Kika. Naval Battle: "Former Friend" begins.

### 081 MAIN EVENT LOCATION: SEA, BETWEEN NEST OF PIRATES AND RAZRIL

Follow Snowe's boat back to Razril.

### 082 MAIN EVENT LOCATION: RAZRIL, HARBOR

In Razril, when the angry citizens refuse to let Snowe's boat to land, take him prisoner. If you want to be able to recruit him as the 108<sup>th</sup> Star of Destiny, choose either of the first options when asked what you want to do with him.

GO TO CHAPTER EIGHT!



## STARS OF DESTINY CHECKLIST FOR CHAPTER

NO.	CHARACTER NAME	LOCATION	ME/SE#
22	Yu	Kingdom of Obel, Town	ME073
23	Lino En Kuldies	Cave HQ	ME074
24	Pedro	Cave HQ	ME074
25	Haruto	Cave HQ	ME074
26	Nico	Cave HQ	ME074
27	Kika	Nest of Pirates, Bar	ME077
28	Sigurd	Nest of Pirates, Bar	ME077
29	Hervey	Nest of Pirates, Bar	ME077
30	Dario	Nest of Pirates, Bar	ME077
31	Nalleo	Nest of Pirates, Bar	ME077
32	Adrienne	Kingdom of Obel, Town	SE012
33	Mao	Ship HQ, 5 <sup>th</sup> Deck	SE013
34	Nao	Ship HQ, 5 <sup>th</sup> Deck	SE013
35	Ugetsu	Na Nal Island, Harbor	SE014
36	Manu	Na Nal Island, Inn	SE014
37	Jeane	Na Nal Island, Rune Shop	SE014
38	Shiramine	Ship HQ, Fishing Deck	SE015
39	Bang	Nay Island, Nay-Kobold Settlement	SE016
40	Bartholomew	Nay Island, Nay-Kobold Settlement	SE016
41	Viki	Nay Island, Suspension Bridge	SE016
42	Nataly	Iluya Island, Destroyed Town	SE017
43	Kate	Iluya Island, Destroyed Town	SE017
44	Izak	Iluya Island, Destroyed Town	SE017
45	Rene	Donut Island	SE018
46	Taisuke	Deserted Island, Subterranean Lake	SE019
47	Lilen	Deserted Island, Subterranean Lake	SE019
48	Lilou	Sea, between Nay and Na Nal Islands	SE021
49	Phil	Nest of Pirates, Bar	SE022

EVENTS OF  
CHAPTER SEVEN072  
MAIN  
EVENT  
PROTECTING THE KING

The next mission is to help Lino En Kuldies prepare to leave Obel. Go into the city with Flare, recruit a doctor, and bring some of the citizens back to the HQ. The doctor Lino refers to is Yu, and he's more than happy to assist his king.



*Yu is an easy recruit, and a great addition to the party as a Support character.*



*You can also recruit Adrienne, the blacksmith from Middleport, as you scour the town for any citizens willing to return to the HQ.*



*There are three citizens, including this fisherman, in town who don't want to remain in the town when Kooluk invades.*

074  
MAIN  
EVENT  
LINO EN KULDES' SECRET PLAN

Flare and Setzu elect to stay behind and watch over the remaining citizens while the rest of the crew prepares a big surprise for the Kooluk fleet. When you are ready to go, trigger the next event by telling Lino "Let's go!" When you give the word, Lino gives the orders to release the ship from its hidden dock inside the mountain.

075  
MAIN  
EVENT  
A NEW ALLY

Before you get too far from Obel, a new ally appears on the horizon. Kika draws alongside your ship and asks you to return to the Nest of Pirates with her.

013  
SUB  
EVENT  
NEW CHARGES ON BOARD

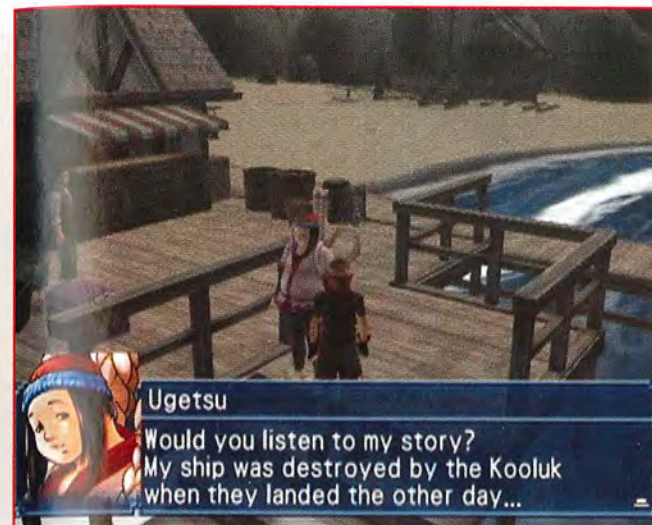
Before heading to the Nest of Pirates to meet with Kika, it is time for a major recruitment drive. It starts on your ship. Take a nap in your stateroom and when you awake, Tov has some disturbing news about strange things on the 5<sup>th</sup> deck. Head down there and check the first room to the left. Inside is a strange man named Mao growing mushrooms. Repeat this process to unearth his partner, Nao, who grows mint.



*Head down to the 5<sup>th</sup> deck and check out the room giving off the weird vibe.*

014  
SUB  
EVENT  
RECRUITING ON NA NAL ISLAND

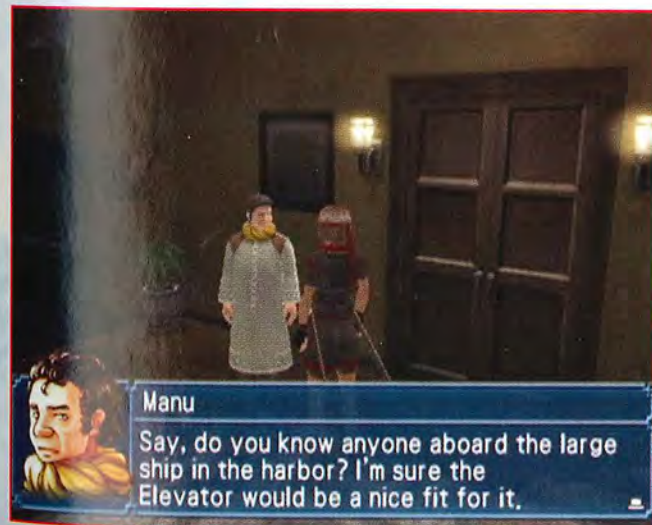
Next, set sail for Na Nal island. Once there, look for the fisherman Ugetsu on the docks and ask him to join. Your old pal Manu is in the Na Nal inn. He'd love to have the opportunity to build an elevator for your ship. Finally, hunt down the three men telling rumors about the gorgeous woman in the Rune Shop. Head to the Rune Shop and ask the salesman if you can speak with the Rune Master. He calls for Jeane and she graciously consents to join.



*Ugetsu's ship was destroyed by the Kooluk, giving you a common enemy.*



*Talk to the men around town to learn about the Rune Master, then go the shop and ask to see her.*



*Manu is waiting for another opportunity to build an elevator.*

015  
SUB  
EVENT  
FISHING FOR STARS OF DESTINY

After collecting Ugetsu for the crew, head out to the Fishing deck and spend some time fishing with him. One cast brings up a particularly large catch: a man named Shiramine. Shiramine and Ugetsu are old friends and Ugetsu persuades you to let him come along. Shiramine is an expert at net fishing and is the key to getting one of the mermaid sisters!

016  
SUB  
EVENT  
RECRUITING ON NAY ISLAND

After Na Nal Island, sail over to Nay Island and head over to the Nay-Kobold Settlement. Talk to Bang in the Lottery kiosk and Bartholomew in his home to recruit them. Viki, the next recruit, appears suddenly as you cross the Suspension Bridge into the settlement, then disappears before you can do anything. When you leave the settlement to head back to the harbor, she appears again and asks you to protect her. Agree and Viki allows you to use her teleportation abilities.



*Bang is desperate for an opportunity to leave.*



*When Viki appears the second time, she sticks around long enough for you to recruit her.*

017  
SUB  
EVENT  
RECRUITING ON ILUYA ISLAND

From Nay Island, head north to Iluya Island, the test site of Kooluk's new mega-powerful rune cannon. Look for Nataly, Izak and Kate in the ruins of the city. To recruit Izak, you need a Flower Seed. For Kate, you must have Mizuki in your party.





# ILUYA ISLAND

Once Iluya was a beautiful and vibrant island, then it became the testing ground for Kooluk's new mega-weapon. Now it is a smoldering husk of a town overrun by Kooluk soldiers and other monsters.

## CHARACTERS



IZAK



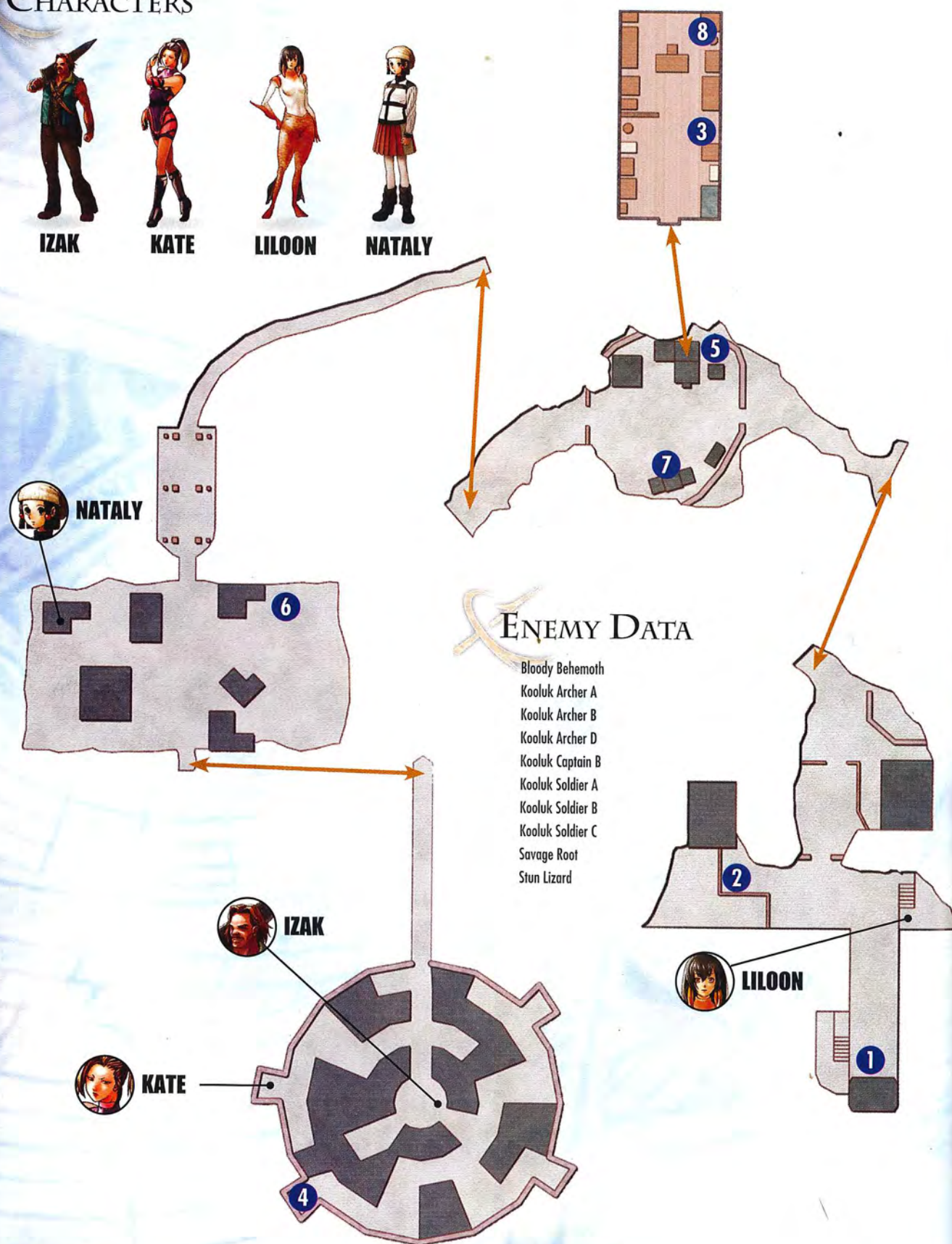
KATE



LILLOON



NATALY



## ENEMY DATA

Bloody Behemoth  
Kooluk Archer A  
Kooluk Archer B  
Kooluk Archer D  
Kooluk Captain B  
Kooluk Soldier A  
Kooluk Soldier B  
Kooluk Soldier C  
Savage Root  
Stun Lizard

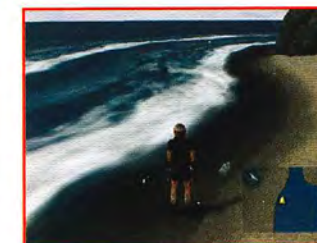
## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Ocean Rune Piece	-
2	Chinchilla Stand, Treasure Map	-
3	Ocean Rune Piece, Treasure Map	-
4	Old Book Vol 7	-
5	Guardian Garb	Defeat Angel Hairball.
6	Hero's Armor	Defeat Angel Hairball.
7	Treasure Map	Examine pyramid of boxes.
8	Simple Wallpaper	Examine trunk in corner.

018  
SUB  
EVENT

## RENE THE TREASURE HUNTER

To recruit Rene, pay a visit to Nal Island once you have your Ship HQ. Look along the shore line there for a Message Bottle. Inside is a riddle that reads: "Coral...donuts...small island..." The island referred to is Donut Island, a small round island in a chain of islands to the east of Obel. When you land, you meet Rene who congratulates you on passing her test. Rene is a treasure hunter and can help you find the treasures listed on the Treasure Maps you've been collecting.



Rene teaches you all she knows about treasure hunting. With her in your crew, you can start playing the Treasure Hunting mini-game.

# DONUT ISLAND

This tiny island is the first location you visit where Treasure Hunting takes place. Rene, the character you recruit here, is more than happy to tell you all about it. All you need to do is show her the Treasure Maps you've collected and she'll help you find the items marked on them.

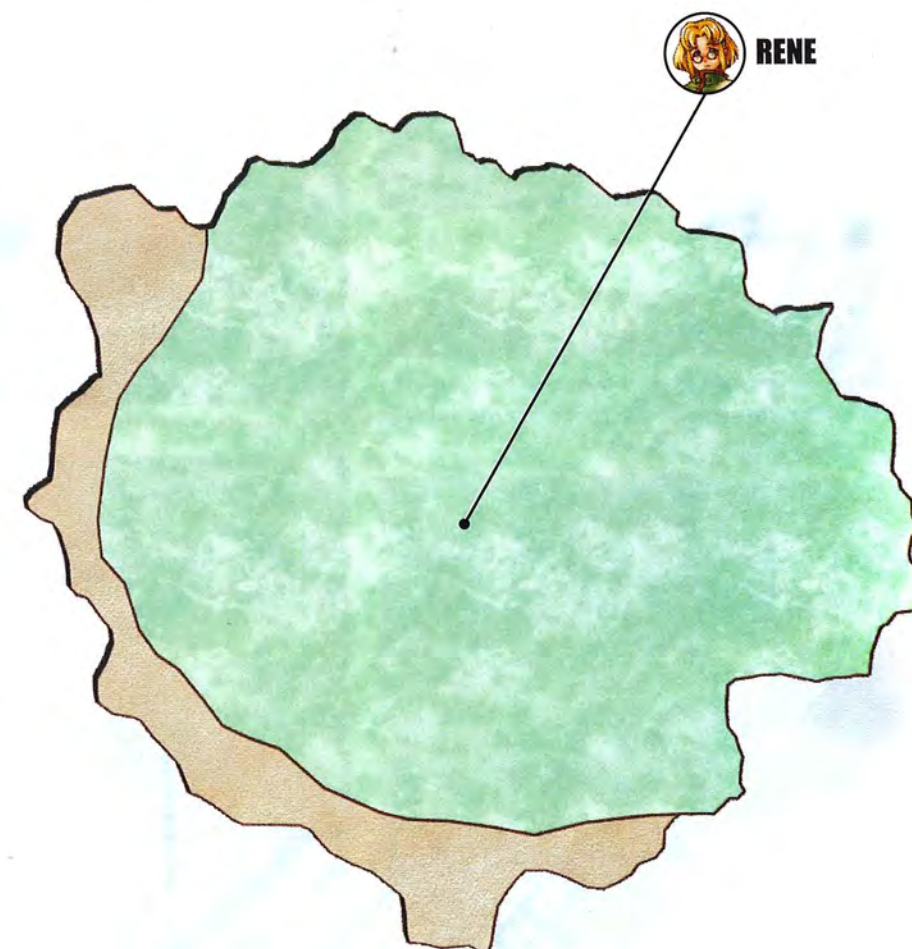
## CHARACTERS



RENE

## ENEMY DATA

Fishman



RENE

WALKTHROUGH

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CHAPTER 5

CHAPTER 6

CHAPTER 7

CHAPTER 8

CHAPTER 9

CHAPTER 10

CHAPTER 11

CHAPTER 12

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## 019 SUB EVENT RECRUITING ON THE DESERTED ISLAND

As you continue your recruitment drive, stop at the Deserted Island you once inhabited. During the first trip, you meet up with the terminally shy Taisuke in the Subterranean Lake. To recruit him you must make three round trip journeys from the Beach to the Subterranean Lake: first to get Taisuke's clothes, second to give him time to dress in private and third to actually talk him into joining your crew.



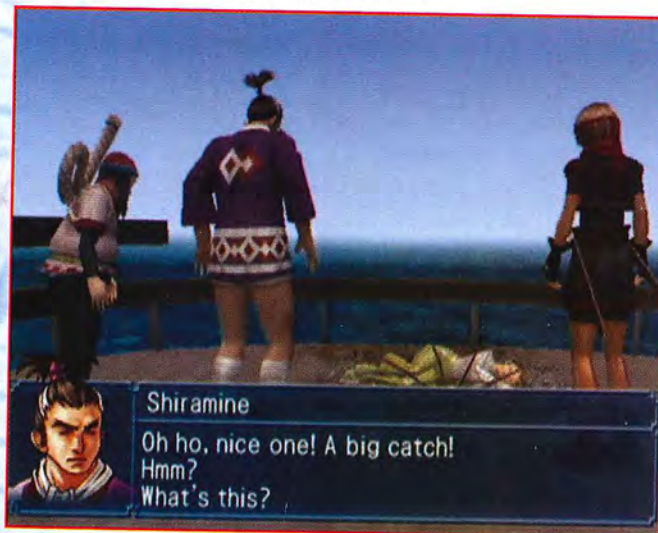
## 019 SUB EVENT ANOTHER MERMAID

Once you have Taisuke on board, return to the island and the Subterranean Lake and look for Lilen, one of Lilin's sisters. When you let her know that you are a friend of Lilin, she immediately agrees to join your crew.



## 021 SUB EVENT FISHING FOR MERMAIDS

Once you have Shiramine in your party, have him cast his nets while you sail from Nay to Na Nal Island. When you have him pull the nets up, you should find a surprise amongst all of the fish: the mermaid Lilen. Lilen is Lilin's sister and happy to join her family.



## 077 MAIN EVENT THE NEST OF PIRATES

Once you completed this chapter's recruitment drive, set sail for the Nest of Pirates to meet with Kika and her band of merry men and women. The Nest of Pirates is located in a hidden cove on the south side of the Pirate's island. To get there, head SW from Obel and follow the perimeter of the island to a small opening.



The opening to the Nest of Pirates is hidden but not impossible to find.

When you arrive, Kika invites you inside the cave to the Bar. Lino and Kika debate the course the Kouluk invasion is likely to take and what impact the Gray Trading Company's involvement is likely to have. Lino suggests that the two groups join forces in defeating their common foe. You have the final word regarding the alliance. If you agree, Kika, Sigurd, Hervey, Dario and Nalleo join.



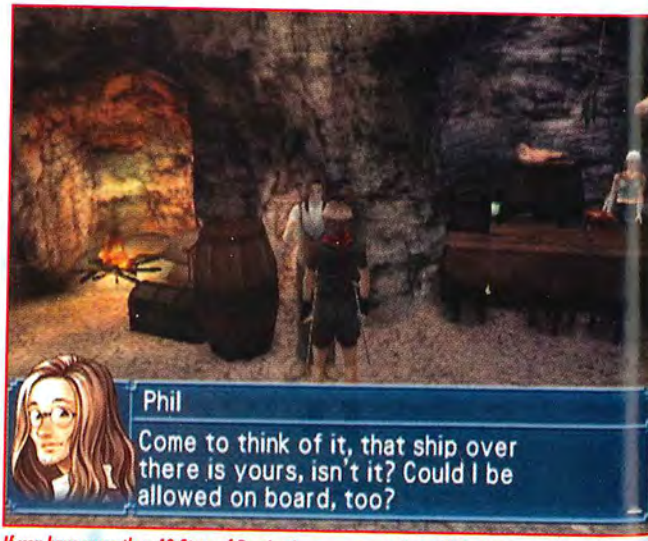
Kika waits for you on the beach.



Lino suggests your group ally with the Pirates against Kouluk.



You must second the suggestion for it to pass.



If you have more than 40 Stars of Destiny in your army, talk to Phil in the Bar and he takes on the role of tailor.

## CHARACTERS



KATARINA



LILON



PHIL



TANYA



PHIL

## SERVICES

SERVICE	DESCRIPTION
Inn	300 Potch/person
Blacksmith	Sharpens weapons up to Lv 9

## NEST OF PIRATES

The Nest of Pirates is exactly what the name claims. This is the home of Kika's band of pirates, people who are basically now your allies. On the shores of this cove you'll find a sparsely stocked Item Shop and a handy Blacksmith. Inside the cave (or Bar), is an expensive Inn and Kika's own quarters.

## SHOP DATA

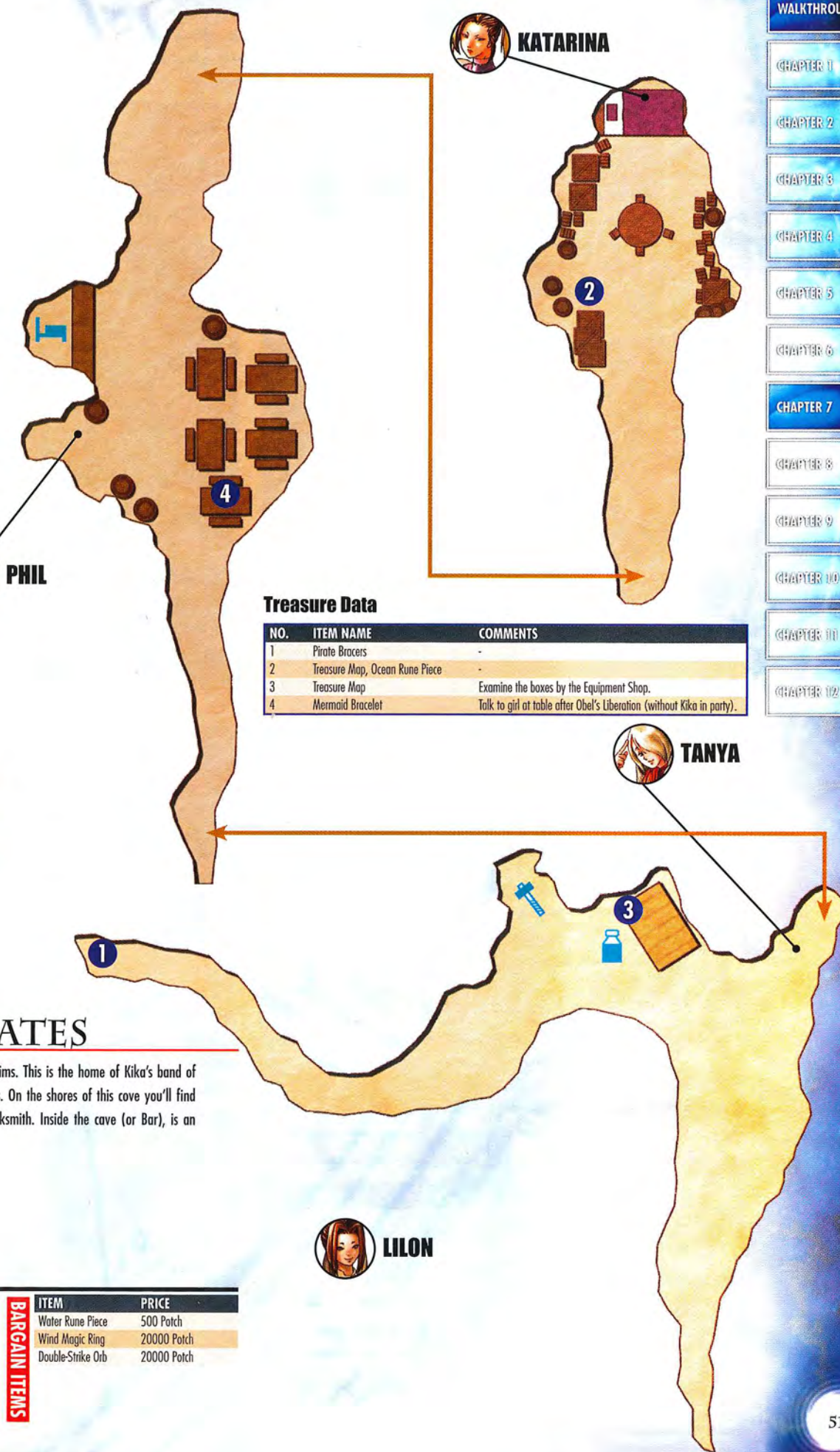
### ITEM SHOP

ITEM	PRICE
Mega Medicine	150 Potch
Cough Drop	50 Potch
Needle	50 Potch
Jizo Clock	500 Potch

REGULAR ITEMS

ITEM	PRICE
Water Rune Piece	500 Potch
Wind Magic Ring	20000 Potch
Double-Strike Orb	20000 Potch

BARGAIN ITEMS



### Treasure Data

NO.	ITEM NAME	COMMENTS
1	Pirate Brokers	-
2	Treasure Map, Ocean Rune Piece	-
3	Treasure Map	Examine the boxes by the Equipment Shop.
4	Mermaid Bracelet	Talk to girl at table after Obel's Liberation (without Kika in party).



KATARINA



TANYA



LILON

WALKTHROUGH

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CHAPTER 5

CHAPTER 6

CHAPTER 7

CHAPTER 8

CHAPTER 9

CHAPTER 10

CHAPTER 11

CHAPTER 12



## 078 MAIN EVENT AN UNLIKELY GUEST

At this point in the game, you must have recruited 30 or more characters in order for the storyline to continue. Once you do, set sail for the World Map screen, then return to the Nest of Pirates. You must return to the World Map screen—teleporting to another location and zapping back to the Nest of Pirates doesn't work here. Upon landing, you learn that a friend of yours washed up on shore while you were gone. That person is none other than the Knight of Gaian, Katarina. Hurry to Kika's room to hear the news from home.



*Katarina has had a rough time since you left. However, it hasn't seemed to change her mind about your innocence.*

## 080 MAIN EVENT NAVAL BATTLE: FORMER FRIEND

### Snowe's Ship

CAPTAIN	SNOWE	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	150	ENDURANCE	5
RUNE CANNON ELEMENTS			
Earth, Lightning			

### Gaien Ship

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	3
MOBILITY	58	RANGE	3
UNDERLINGS	150	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire, Wind			

### The Grishend (Allied Ship)

CAPTAIN	KIKA	EXPLORE	3
MOBILITY	70	RANGE	3
UNDERLINGS	150	ENDURANCE	7
RUNE CANNON ELEMENTS			
Can assign up to two Rune Cannons			

Equip each ship with a Fire and Earth rune cannon. This battle requires patience. Let the enemy come to you and keep scoring hits. The size of Hero's ship stretches him across three squares, allowing the enemy to fire on him from three columns. Unfortunately, his ship can still only fire along a single column. Both enemy ships tend to fire at Hero's ship only, so use Kika's ship to pepper them from afar.



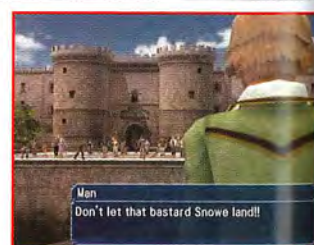
*The size of your ship has unexpected benefits and dangers. Its length opens it up to attack on three fronts. While you can return enemy volleys aimed at any part of your ship, you can still only fire along one axis.*



*Victory is easy when you lure the enemy ships to fire upon your own ship, letting Kika's ship slip up beside them.*

## 081 MAIN EVENT SNOWE'S RETREAT

After the battle, Snowe takes off. Follow his fleet back to Razril to see what happens. At this point you choose Snowe's fate. You can exile him, as you were once exiled. You can ask him to join your army. Or you can have him executed. If you have him executed, you cannot recruit him when the time comes and you won't be able to get all 108 Stars of Destiny. Choose to exile him as he refuses if you invite him to join your army at this point.



*You have a choice when it comes to Snowe's punishment. Your best bet is to exile him. That way you can still find him when it comes time to recruit him much later on in the game.*

# AN ARMY TO CALL YOUR OWN

## SUMMARY OF CHAPTER EIGHT

- 083 MAIN EVENT LOCATION: HERMITAGE ISLAND**  
Head to Hermitage Island, west of the Nest of Pirates, to meet with Elenor.
- 023 SUB EVENT LOCATION: SEA, OFF SHORE OF THE NEST OF PIRATES**  
After the end of ME082, talk to the pirate on the beach to learn about the mermaid sightings. Sail around the entrance to the Nest of Pirates until you are hailed by Lilon.
- 024 SUB EVENT LOCATION: ILUYA ISLAND, HARBOR**  
Once you've recruited Lilen, Lilen, Lilon and Lilon, head back to the island of Iluya and look for the final Mermaid sister, Liloan, on the docks to the left of where you dock.
- 084 MAIN EVENT LOCATION: HERMITAGE ISLAND, FOREST**  
Meet with Elenor. To get her to cooperate you need to complete a quest. Take the Back Road to the opening of the cave. Defeat the Horned Behemoth.
- 085 MAIN EVENT LOCATION: HERMITAGE ISLAND, LIMESTONE CAVE**  
Enter the Limestone Cave and go to the worktable in the back. Get the Green Bottle and the Crest.
- 086 MAIN EVENT LOCATION: HERMITAGE FOREST, ELENOR'S ROOM**  
Speak to Agnes and give her the Green Bottle (to wake the guys in front). Give Elenor the Crest. Elenor joins your army. Leave Elenor's House. Agnes joins your army.
- 087 MAIN EVENT LOCATION: SHIP HQ, WAR ROOM**  
Get back on your ship. Anchor and go to the War Room. Elenor proposes a duel between Hero and Lino En Kuldes to determine the army's leader. Select the option "Then may the best man win." to start the duel. You can choose to bypass the duel by choosing "Wait a minute!" and then "I accept your challenge." Obtain the Golden Seal.
- 088 MAIN EVENT LOCATION: SHIP HQ, WAR ROOM**  
Name your ship and your army/navy. Then choose to launch your newly-named ship.
- At this point you can choose to sail about and recruit Katarina, Gau, Aldo, Deborah, Oscar, Nalkul, Champo, Lo Fong, Lo Hak, Lo Seng, Igor, Jango and Brec.*
- 025 SUB EVENT LOCATION: NEST OF PIRATES, KIKA'S ROOM**  
To recruit Katarina, head back to the Nest of Pirates and talk to her in Kika's Room.
- 026 SUB EVENT LOCATION: HERMITAGE ISLAND**  
Return to Hermitage Island. On the way back to Elenor's House walk along the left side of the path until you encounter Gau and 4 Demon Wolves. Defeat Gau and he joins if asked. Walk along the Back Road behind Elenor's house until you meet up with Aldo. Let him join your army when he asks.
- 027 SUB EVENT LOCATION: NAL ISLAND, NAY-KOBOLD SETTLEMENT**  
With Chiepo in your party, head back to Nay Island Harbor. After visiting the Trading Post, return to the Suspension Bridge where you run into Nalkul and Champo. They steal Hero's Golden Seal, so follow them back into the Nay-Kobold village and look for them next to the locked warehouse. Tell them to give back the seal and Champo accidentally throws it into the mouse-infested warehouse. The Mouse-catching mini-game ensues.
- 028 SUB EVENT LOCATION: NAY ISLAND, STONECUTTER'S FIELD**  
While in Nay, if you are sufficiently strong enough, take on Maxine in the Stonecutter's Field for a second time. (This is the second of three steps in recruiting Maxine. You must have already beaten her in the square on Na Nal Island first.)
- 029 SUB EVENT LOCATION: MORDO ISLAND, HOT-SPRINGS**  
Pay Mordo Island a visit during your travels and check out their Hot Springs. When the owners try to stick you with a 10,000 Patch bill, it's time to fight. If you beat them, Lo Fong, Lo Hak, and Lo Seng join your army. Return to the island immediately afterwards to pick up the person they forgot, Igor.

- 030 SUB EVENT LOCATION: SHIP HQ, HERO'S ROOM**  
After you become the official leader of the army and get the Golden Seal, return to your quarters on the ship (you must enter via the door, not be transported there upon anchoring). There you encounter Lino En Kuldes, Elenor, Agnes and two scruffy looking pirates named Jango and Brec.
- 089 MAIN EVENT LOCATION: SHIP HQ, WAR ROOM**  
Anchor the ship and go to the War Room to speak with Elenor. Head to Middleport.
- 090 MAIN EVENT LOCATION: SEA, OFF SHORE OF MIDDLEPORT**  
Defeat the Moving Isle and its Tentacles (x4) outside the harbor of Middleport.
- 091 MAIN EVENT LOCATION: MIDDLEPORT, HARBOR**  
Choose your landing party (take Sigurd and two of your normal party members). Talk to Micky and Reinbach III. Tell them that you'd like an audience with Reinbach's father, the lord of the city.
- At this point you can recruit the following characters: Deborah, Oskar, and Keen.*
- 031 SUB EVENT LOCATION: MIDDLEPORT, INN**  
Talk to Deborah inside the Inn and feign interest when she asks if you want your fortune told. She'll find you so fascinating, that she can't help but join your army. Once you've recruited Deborah, return to your ship to find that Oskar has joined your army automatically.
- 032 SUB EVENT LOCATION: MIDDLEPORT, HARBOR**  
To recruit Keen, talk to the man standing beside Middleport's Trading Post both with Sigurd in your party, then later without him. Pay him 10,000 Patch and he gladly signs up to serve.
- 092 MAIN EVENT LOCATION: MIDDLEPORT, LORD'S MANSION**  
Go to the Lord's mansion. Speak with Reinbach II.
- 093 MAIN EVENT LOCATION: MIDDLEPORT, HARBOR**  
Head to the harbor and speak with Rakgi. Reinbach III and Micky offer to join your army. You must run an errand for Reinbach as a show of your friendship.
- 033 SUB EVENT LOCATION: NAY ISLAND, INN**  
To recruit Reinbach III and Micky, head to Nay Island and look for an engraver named Gareth in one of the rooms the Inn. Ask him about the Rose Crest and tell him that Reinbach III sent you. Take the Rose Crest and sail/teleport back to Middleport where you find the two gentlemen waiting for you to return. Give Reinbach III the Rose Crest and both he and Micky join.
- Once you have Reinbach in your army, you can recruit the following characters: Etienne, Helga, Charlemagne and Gareth*
- 034 SUB EVENT LOCATION: MIDDLEPORT, LORD'S MANSION (OUTSIDE)**  
With Reinbach in your party, go to Middleport and look for Etienne in front of the gates to Lord Reinbach's mansion. Reinbach convinces him to join, so all you need to do is seal the deal.
- 035 SUB EVENT LOCATION: NAY ISLAND, INN**  
Travel to Nay Island with Reinbach in your party and speak with Gareth in the Inn. Gareth joins in order to keep an eye on his beloved Rose Crest.
- 036 SUB EVENT LOCATION: MIDDLEPORT, CENTRAL SQUARE**  
While on Nay Island, talk to the other people in the Inn to learn about a certain hot-tempered girl in Middleport. Head over to the Middleport Inn and pester Helga until she's given an offer she can't refuse by an onlooker. Charlemagne offers to pay for Helga's damages if she, in return, joins your army.
- 037 SUB EVENT LOCATION: MIDDLEPORT, CENTRAL SQUARE**  
Talk to Charlemagne in front of the Middleport Inn. He wants to join you, but he has to take care of the Inn. To get him to give up the Inn and join your forces, leave and return Middleport twice (actually returning to the World Map screen), talking to Charlemagne each time. After the second trip, the third time you ask, Charlemagne finally joins.

GO TO CHAPTER NINE!



STARS OF DESTINY CHECKLIST FOR CHAPTER EIGHT			
NO.	CHARACTER NAME	LOCATION	ME/SE#
50	Elenor	Hermitage Island, Elenor's Room	ME086
51	Agnes	Hermitage Island, Elenor's Room	ME086
52	Lilon	Sea, off shore of Nest of Pirates	SE023
53	Liloon	Iluya Island, Harbor	SE024
54	Katarina	Nest of Pirates, Kika's Room	SE025
55	Gau	Hermitage Island, Forest	SE026
56	Aldo	Hermitage Island, Back Road	SE026
57	Nalkul	Nay Island, Nay-Kobold Settlement	SE027
58	Champo	Nay Island, Nay-Kobold Settlement	SE027
59	Lo Fang	Mardo Island, Hot Springs	SE029
60	Lo Hak	Mardo Island, Hot Springs	SE029
61	Lo Seng	Mardo Island, Hot Springs	SE029
62	Igor	Mardo Island	SE029
63	Jango	Ship HQ, Hero's Room	SE030
64	Brec	Ship HQ, Hero's Room	SE030
65	Deborah	Middleport, Inn	SE031
66	Oskar	Middleport, Inn	SE031
67	Keen	Middleport, Harbor	SE032
68	Reinbach	Middleport, Harbor	SE033
69	Micky	Middleport, Harbor	SE033
70	Etienne	Middleport, Lord's Mansion (Outside)	SE034
71	Gareth	Nay Island, Inn	SE035
72	Helga	Middleport, Central Square	SE036
73	Charlemagne	Middleport, Central Square	SE037

## EVENTS OF CHAPTER EIGHT

### 083 EVENT A MEETING WITH ELENOR

Set sail from the Nest of Pirates and head west to a small island called Hermitage to meet with Elenor. The name of the island reveals much about Elenor's personality.

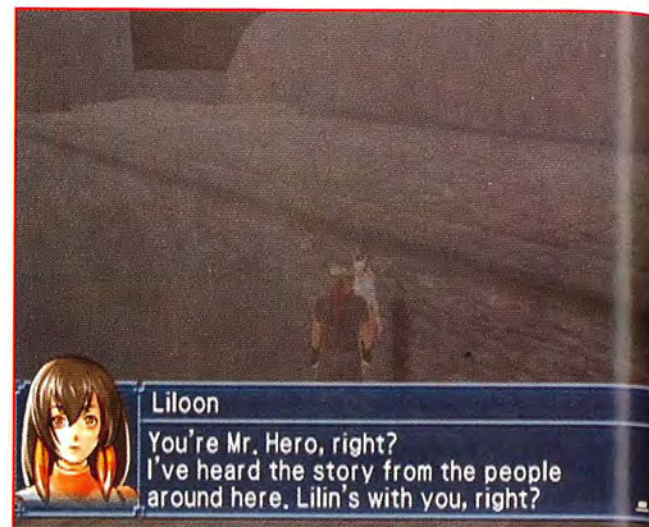
Before you leave the Nest of Pirates for Hermitage Island, listen to the rumors about mermaid sightings in the cove. Before you get too far from the Nest of Pirates, Lilon, sister of Lilin, appears by your ship. Once she knows that her other sisters are here, you won't be able to keep her away.



Lilon  
Heeeyyy!!

Make a quick detour via Viki's Glowing Mirrors to Iluya Island to pick up the final mermaid sister, Liloon. She's waiting patiently on the docks to the right of where you usually dock.

With those two recruitments completed, it's time to sail to Hermitage Island.



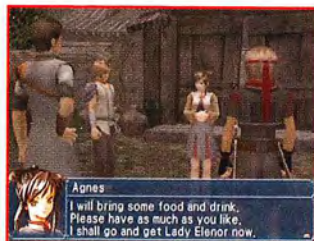
Lilon  
You're Mr. Hero, right?  
I've heard the story from the people  
around here. Lilin's with you, right?



Rakgi  
Here we are!

### 084 EVENT ELENOR'S CHALLENGE

Elenor's aide, Agnes, greets you at the entrance to Elenor's house. When she offers food and drink, it seems only reasonable to agree. Somehow, Hero is less affected by the sleeping draught in the refreshments and Elenor is impressed. Afterward, consider it a compliment to be given an assignment instead of just being kicked off the island.



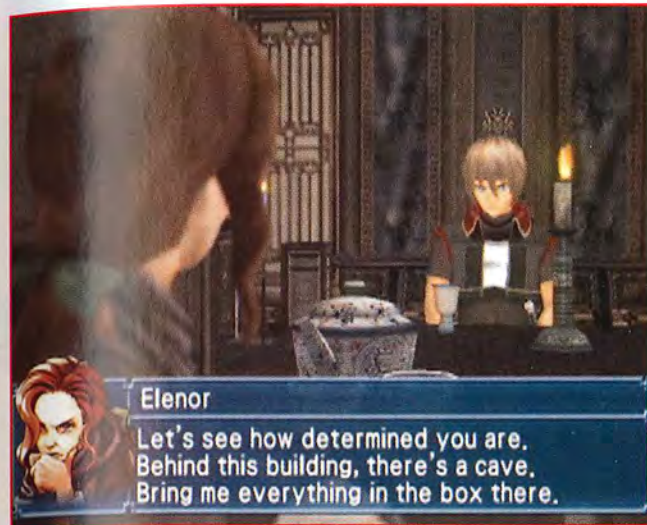
Agnes  
I will bring some food and drink.  
Please have as much as you like.  
I shall go and get Lady Elenor now.



???  
Looks like Elenor's special drug isn't  
very effective on you, I'm impressed.

### 084 EVENT THE LIMESTONE CAVE

Take the Back Road to the opening of the Limestone cave and defeat the Horned Behemoth. You must do all of this alone, so if you used up any Magic Points on your way to the house, you might want to rest in Elenor's bed before you heading out on the quest.



Elenor  
Let's see how determined you are.  
Behind this building, there's a cave.  
Bring me everything in the box there.

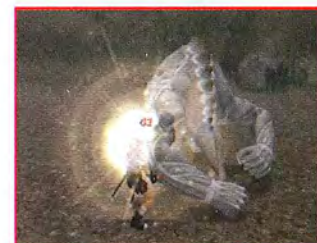
#### Horned Behemoth

LOCATION		ME084
LVL	38	EVA 90
HP	700	MAG 122
ATK	175	SPD 122
SKL	100	MDF 122
PDF	112	LUC 90
POTCH	3000	
ITEMS	Horn 100% Earth Rune Piece 100%	
COOKING	Steamed Bun	

The Horned Behemoth isn't that tough, especially if you use the Rune of Punishment spell Eternal Ordeal. Three to four hits is all it should take to defeat the Behemoth.



Eternal Ordeal is the best spell for you to use against this monster. You should have plenty of MP to use and, for a Lv.1 spell, it really packs a wallop without too much residual damage for yourself.



The Horned Behemoth's attack is called Earthquake. It inflicts about 70HP of damage per blow. Since you'll be taking damage twice a round (from the Horned Behemoth and your own spell), be sure to keep a close eye on your HP and heal if necessary.



After the Behemoth's history, enter the cave and get the items Elenor requested.

### 087 EVENT DETERMINING A LEADER

When you get back to your ship HQ with Elenor in tow, she gets right to work organizing your forces and making battle plans. The first order of business, as you learn when you enter the War Room for your first briefing, is a duel between Hero and Lino En Kuldes to determine the army's true leader.



There are two ways to determine the leader. The first pits you against Lino En Kuldes in a one-on-one duel. This isn't that difficult a battle because you'll know (from this guide) which attacks to expect. However, you can opt not to fight, in which case Lino still hands over the mantle of leadership. It's all in how you respond to the suggestion.

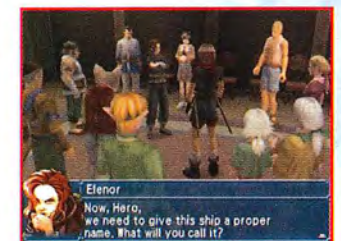
To duel Lino, choose the "Let the best man win" option when prompted. To resolve the problem more amicably, choose the "Wait" option and stick to the less aggressive answers.

Either way, Lino abdicates from the throne and gives you his sign of power, the Golden Seal.



LINO EN KULDES LVL 28  
OPENING MOVE  
Guard

If you do undertake the duel, don't expect Lino to make the fight easy. He's pretty tough and can take you out easily if you miss a signal and enter the wrong move.



After the question of leadership is solved, it's time to name both your army (navy?) and your ship.

IF HE SAYS THIS...	HE'S GOING TO DO THIS...
Guard	Come on! Let's see what you've got.
Guard	I think I'll save my energy a little.
Attack	It's my turn next.
Attack	All right, let's get right down to it.
Special Attack	Guess I'll start getting serious now...
Special Attack	Hehe... Better be prepared for the next move...



# HERMITAGE ISLAND

Hermitage is a small island off the west coast of the Nest of Pirates. It is home to Elenor Silverberg, a famous tactician known equally for her wits as well as her drinking. But she's not the only one who calls this island home as you soon will see.

## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Copper Hammer	
2	Treasure Map	
3	Mega Medicine (x3), Skunk Orb	
4	Treasure Map	Examine shelves on side of workbench.
5	Crab Bun	Examine stove.
6	Earth Orb	Examine the small well.

## ENEMY DATA

Demon Wolf  
Fossil Beast  
Wild Leaves



GAU

## CHARACTERS



ALDO



GAU

FIGHTING 1001

WALKTHROUGH

CHARACTERS

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## 025 SUB EVENT KATARINA RECOVERS

Once you get the Golden Seal, use its power to persuade people to join your party. First up in this recruitment drive is your old teacher, Katarina. When you return to the Nest of Pirates with the Golden Seal, you find that she's recovered nicely. Invite her to join your army.



## 026 SUB EVENT RECRUITING ON HERMITAGE ISLAND

Gau

LOCATION	SEO44
LVL	50
HP	2100
ATK	300
SKL	80
PDF	190
POTCH	500
ITEMS	—
COOKING	—

Demon Wolf

LOCATION	Hermitage Island
LVL	34
HP	216
ATK	135
SKL	55
PDF	105
POTCH	550
ITEMS	Skin 25%
COOKING	Bone 25%

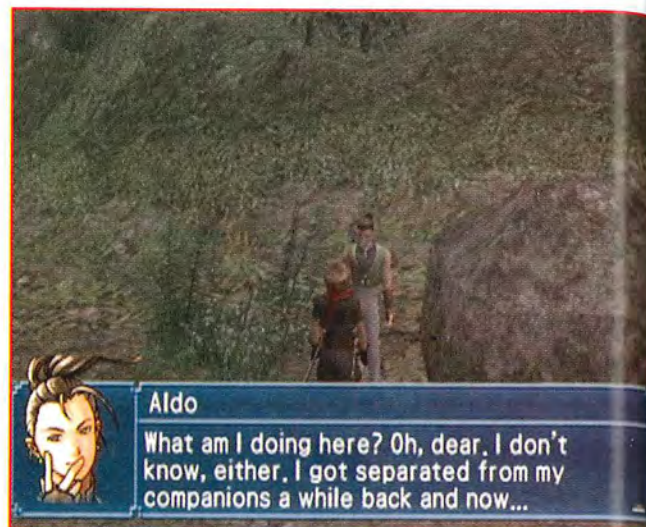
The next spot of recruiting takes place on Hermitage Island. Walk along the forested path to Elenor's house, keeping to the left side of the path. Along the way, you find yourself in a heated battle with 4 Demon Wolves and a creature named Gau. Defeat them in battle, and Gau joins your army.



Gau's regular attack does 4 hits worth of damage so don't take him too lightly.



Walk along the Back Road behind Elenor's house until you spot a strange man waiting by the road side. Talk to Aldo and invite him to join your army when he asks about it.



## 027 SUB EVENT THOSE THIEVING NAY-KOBOLD!

Next, head to Nay Island Harbor with Chiepoo in your party (it is best if you actually sail into the harbor to trigger this event). He wants to check out the Trading Post in the Nay-Kobold settlement so head over there on foot. When you get to the Suspension Bridge, you meet up with Nalkul and Champo, two shady looking Nay-Kobold. When they steal your Golden Seal, you have a real problem on your hands!



At the Suspension Bridge something terrible happens (regardless of how you phrase it)!

Follow the culprits into the Nay-Kobold Settlement and trap them on the far side of the empty warehouse next to the Trading Post. When Champo accidentally tosses the seal into the warehouse, you must put his mouse-catching skills to use!



To get the Golden Seal back you must capture three mice and stick them into the cage. Press the R1 button to speed up and the R2 button to sneak up behind a mouse. When you are in range press the X button to capture the mouse, then throw it into the cage.

Get all three mouse and you get the Golden Seal back, along with two new comrades, Nalkul and Champo.



## 028 SUB EVENT MAXINE, BATTLE #2

Maxine

LOCATION	SEO36
LVL	34
HP	2000
ATK	130
SKL	85
PDF	70
POTCH	1000
ITEMS	—
COOKING	—

While you are in Nay (and if you've already fought Maxine once on Na Nal island) look for the stylish fighter in the Stonecutter's Field and take her on for a second time.



This time around, Maxine is tough to beat. You should be at least Lv.39, if not higher. She uses one particularly deadly Wind spell, Shining Wind, which can easily wipe out your whole party if you aren't strong enough to withstand it. Wind Amulets come in handy in countering the damage her high level Wind spells inflict in this battle.



WALKTHROUGH

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FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## 029 SUB EVENT THE HOT-SPRINGS BANDITS

### Lo Seng



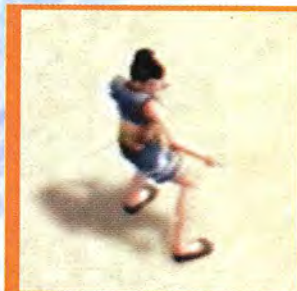
LOCATION		SE051
LVL	42	EVA 70
HP	1300	MAG 96
ATK	180	SPD 90
SKL	96	MDF 96
PDF	150	LUC 80
POTCH	5000	
ITEMS	—	
COOKING	—	

### Lo Hak



LOCATION		SE051
LVL	41	EVA 70
HP	1100	MAG 96
ATK	170	SPD 80
SKL	96	MDF 96
PDF	130	LUC 80
POTCH	5000	
ITEMS	—	
COOKING	—	

### Lo Fong



LOCATION		SE051
LVL	41	EVA 90
HP	1000	MAG 96
ATK	165	SPD 130
SKL	96	MDF 96
PDF	120	LUC 80
POTCH	5000	
ITEMS	—	
COOKING	—	

Pay Mordo Island a visit during your recruitment drive and check out their Hot Springs. Apparently it's famous because the leader of the rebellion bathes and relaxes there! When they try to stick you with a 10,000 Potch bill, it's time to fight. If you beat them, they'll join your army.



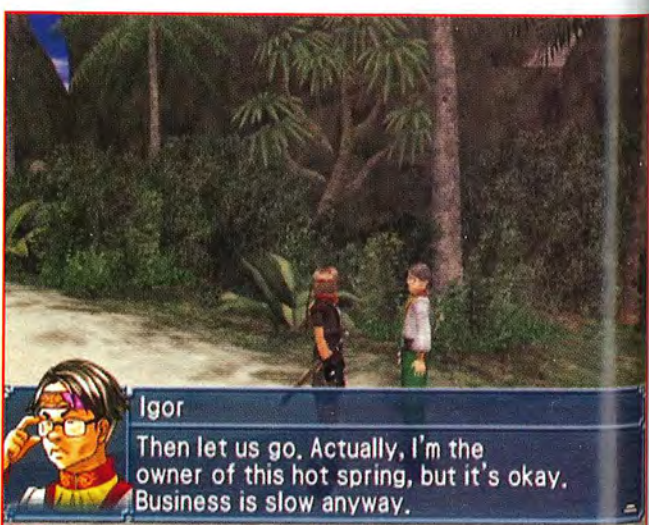
Lo Fong  
Greetings! Welcome to the Hero Hot Springs!

Mordo Island is located to the NW of Obel. It is best known for its Hot Springs and Trading Post.

The battle against the Lo triplets is pretty easy if the party is around Lv. 41. Use basic weapon attacks or rune magic as you choose depending upon how long you want the battle to last. The three Los use Lv.1 spells that don't pack much of a punch, so healing isn't going to be that much of a priority. This is largely a battle of attrition, so come into it prepared.



Return to the island immediately after recruiting the three Lo's to pick up the person they left behind, their boss Igor.



Igor  
Then let us go. Actually, I'm the owner of this hot spring, but it's okay. Business is slow anyway.

## MORDO ISLAND

Mordo Island is a small island located between Nay Island and the Kingdom of Obel. There's not much there except for a Hot-Springs and a Trading Spot. When you head into the mountainous region, your point of view switches, allowing you do some serious treasure hunting with Rene.

### CHARACTERS



IGOR



LO FONG



LO HAK



LO SENG

### Treasure Data

NO.	ITEM NAME	COMMENTS
1	Window Set 4	—
2	Treasure Map	Check the open boxes by the Hot Springs.

### ENEMY DATA

Blue Rodent  
Killer Fly  
Red Rodent  
Rodent Leader  
Yellow Rodent

### SERVICES

SERVICE	DESCRIPTION
Trading Post	—



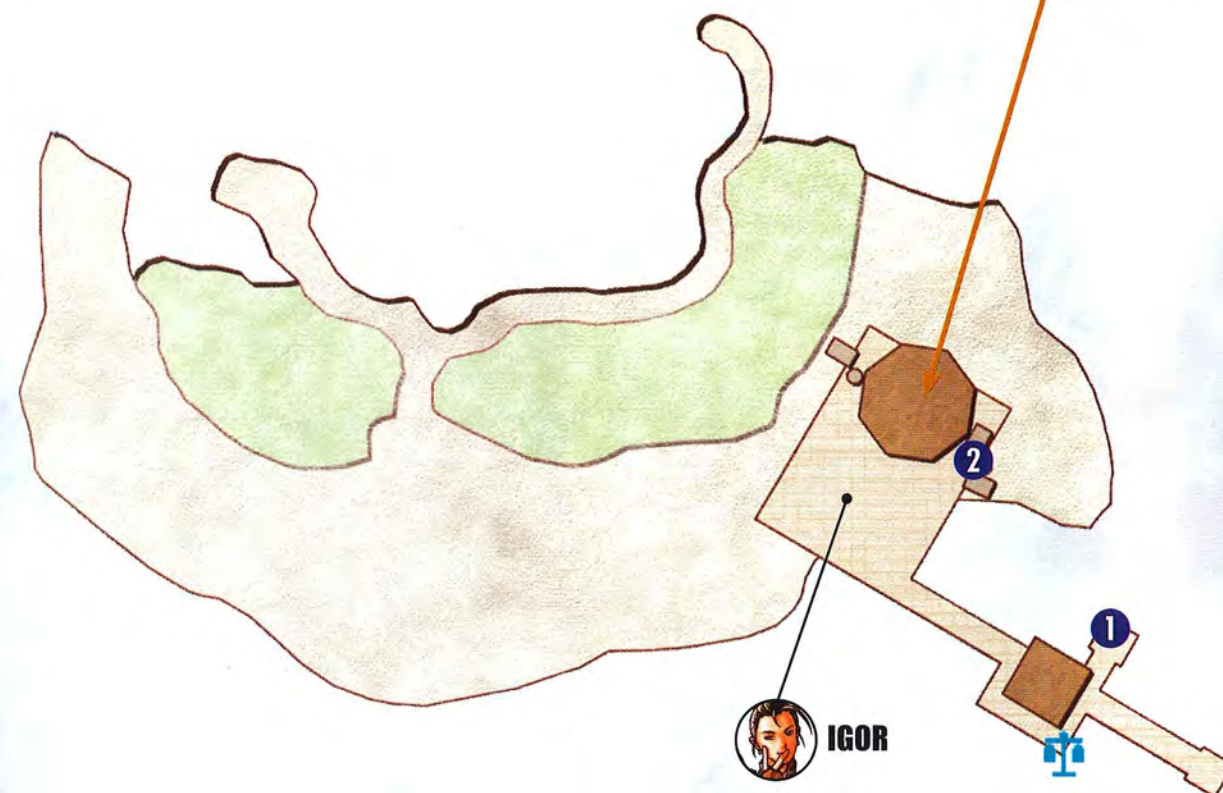
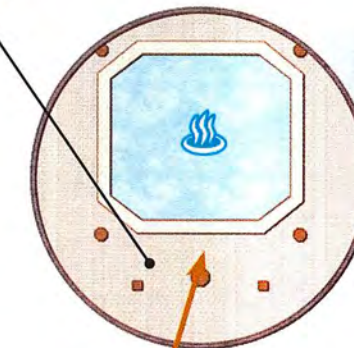
LO SENG



LO FONG



LO HAK



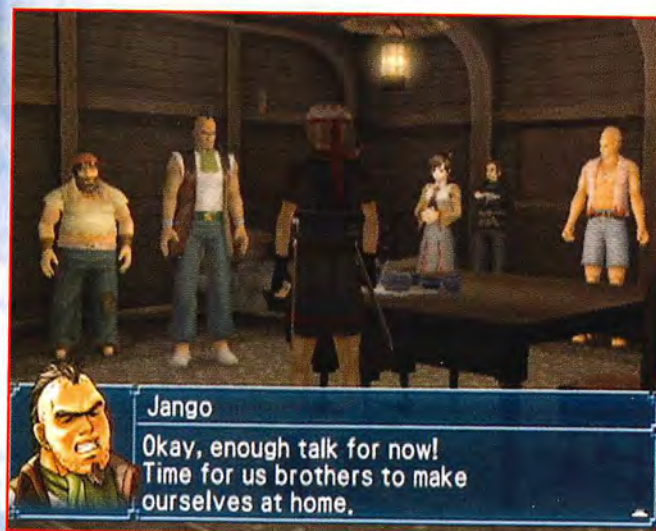
IGOR

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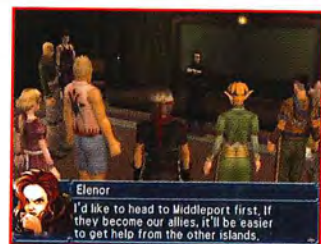
## 030 SUB EVENT PIRATES IN YOUR STATEROOM?

If you return to your stateroom at any point during this chapter's main recruitment drive, Desmond warns you that there are some unsavory characters waiting inside. Jango and Brec are their names and they want to help you make the seas safe for pirating again.



## 090 MAIN EVENT BOSS BATTLE: THE MOVING ISLE

Your first mission is to secure Middleport as your ally. But before you can do that, you must defeat the large monster guarding the harbor.



*Elenor's plan make sense: secure the help of the smaller islands then work with them to help free the larger islands under Kooluk control.*

### Moving Isle



LOCATION		ME090	
LVL	43	EVA	95
HP	3500	MAG	95
ATK	120	SPD	80
SKL	95	MDF	130
PDF	100	LUC	95
POTCH	8000		
ITEMS	Silk 100% Ocean Rune Piece 100%		
COOKING	—		

### Tentacle



LOCATION		ME090	
LVL	40	EVA	95
HP	500	MAG	95
ATK	95	SPD	95
SKL	95	MDF	95
PDF	95	LUC	95
POTCH	800		
ITEMS	—		
COOKING	—		

You cannot use normal weapon attacks against the Moving Isle and its Tentacles because of their distance off the side of your boat. Instead you must rely on Rune magic. Kill off the Tentacles first, then concentrate on Moving Isle itself.

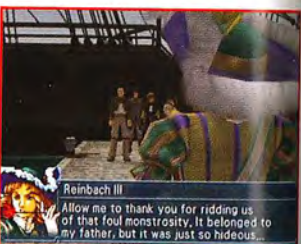
The Moving Isle has several interesting attacks. Ink Breath sprays your party with black ink, inflicting damage as well as having a 30% chance of putting the party to sleep.

Its Water Magic attack is a ramming attack that inflicts about 80 HP of damage to the whole party. Its Wiggly Tentacle attack does about 100 HP of damage.



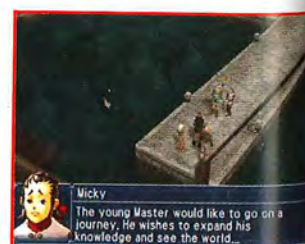
## 091 MAIN EVENT THE EMBASSY TO MIDDLEPORT

When you finally dock in Middleport, debate breaks out over who should go with you. Take Sigurd and Ramada as requested, then fill the remaining slots with any favorites.



Once on shore, you learn the horrible faux pas you've committed by killing Lord Reinbach's pet Little Daisy (that would be the Moving Isle). Talk to the lord's son, Reinbach III to arrange some sort of audience with the lord in order to arrange to make amends.

Follow Reinbach III to the Lord's Mansion and meet with his father. In return for not blabbing about his secret dealings with the Cray Trading Company, you have free access to the town and harbor. It's the best deal you can make at this time, so you have no other choice but to agree. On the plus side, Reinbach III is scandalized by his father's business dealings and decides to join your army and right his father's wrongs. He brings the steward, Micky, along too. There's just one catch, you need to perform a friendship quest first!

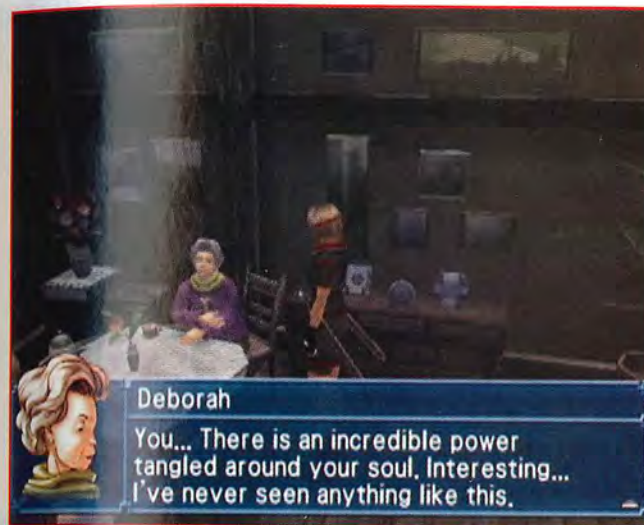


## 031 SUB EVENT RECRUITMENT DRIVE IN MIDDLEPORT

Both before and after you secure Reinbach III as an ally, you have opportunities to recruit Stars of Destiny based in Middleport. Start off by talking to Keen while you have Sigurd in your party. If you return and talk to Keen without Sigurd, he lets you pay him 10,000 Potch for the honor of his presence on board your ship.



Inside the Inn are two gossiping friends enjoying afternoon tea. Talk to the woman, Deborah, and let her tell your fortune. It's so interesting, that she decides that she must join your crew. Her friend Oskar follows along without comment, or permission.



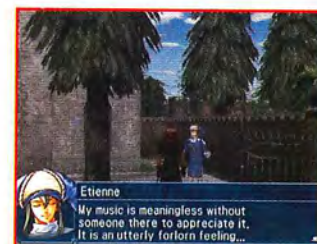
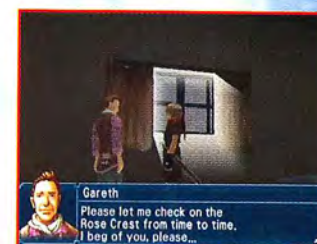
*Once you've recruited Deborah, she helps you find missing Stars of Destiny by giving you hints from the beyond.*

Next up is Reinbach III himself. Travel to Nay Island and head directly for the Inn. Look for Gareth in the NW room and ask him about the Rose Crest. Tell him that you are running an errand for Reinbach and Gareth reluctantly hands the item over to you for delivery. Return to Middleport to present your new friend with his proof of friendship.



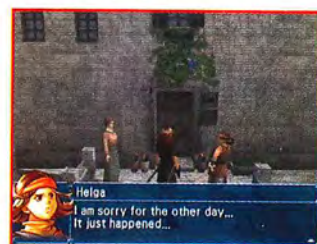
*Once Reinbach gets the Rose Crest, he and Micky join the crew.*

Next, put Reinbach into your party and take him back to Nay Island and the Inn. Let him talk to Gareth and persuade him to join the army.



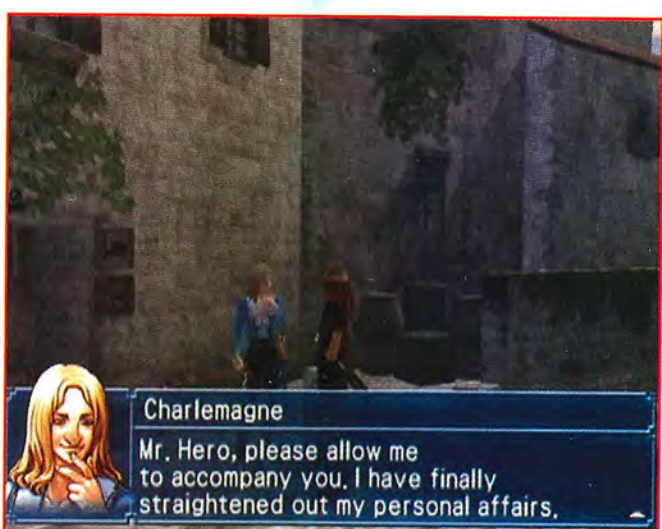
*Etienne is a musician in search of an audience.*

Next up is Helga. In the Nay Island Inn you should have heard rumors about a powerful young miss who has a nasty habit of tearing up Inns. Rumor has it that she's now in Middleport. Back in Middleport, look for Helga in front of the Inn arguing with the Innkeeper over money she owes them. Intervene in their argument and, just when it looks like nothing will be solved, a mediator appears. Charlemagne brokers a deal whereby you get Helga and the Innkeeper gets paid.



*Helga can't help being destructive. She's just too strong!*

After squaring away things with Helga, return to the front of the Inn and talk Charlemagne into joining your party. He's glad to oblige once he's gotten his affairs in order. Leave the town (go to the World Map screen) then come right back to ask him again. No go. The third time is the charm. Leave Middleport a second time (going out to the World Map screen again) and when you return, you find Charlemagne packed and ready to go!



*It takes patience to get Charlemagne to join your army, but it is worth it if you are trying to get all 108 Stars of Destiny.*

WALKTHROUGH

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## SUMMARY OF CHAPTER NINE

- 094 MAIN EVENT** LOCATION: SEA, OFF SHORE OF NA NAL ISLAND  
Sail to Na Nal Island for the next round of negotiations. When you arrive, Lino En Kuldus asks to be part of the landing party. Choose 2 other characters, plus a Support character, to round out your party.
- 095 MAIN EVENT** LOCATION: NA NAL ISLAND, HARBOR  
Speak to the Soldiers at the entrance to the village and defeat them in battle (2 groups of Kooluk Soldiers). Axel appears at the end of the battle and imprisons your party.
- 096 MAIN EVENT** LOCATION: NA NAL ISLAND, PRISON  
After your audience with the Island Chief, choose to go to sleep in your jail cell.
- 097 MAIN EVENT** LOCATION: NA NAL ISLAND, GREAT ELVEN TREE  
In the middle of the night you start your assigned task: to get the Elven Remedy from the "Great Elven Tree" in the middle of the forbidden Elven Settlement.
- 098 MAIN EVENT** LOCATION: NA NAL ISLAND, CHIEF'S HOUSE  
Back at the Island Chief's house, you hand the Remedy over and Axel escorts you to the harbor. Along the way you are met by Selma, an Elf, and taken back to the Elven Settlement and imprisoned again.
- 099 MAIN EVENT** LOCATION: NA NAL ISLAND, PRISON OF THE GREAT TREE  
In the jail, speak to the three members of your party. Selma frees your party from the jail.
- 100 MAIN EVENT** LOCATION: NA NAL ISLAND, GATHERING SQUARE  
Return to the Chief's house to find out what's going on. On the way you are ambushed by Kooluk soldiers who have been dispatched to execute your group. Fight three battles against Kooluk Soldiers.
- 101 MAIN EVENT** LOCATION: NA NAL ISLAND, GATHERING SQUARE  
The Island Chief notes his mistake and forges an alliance with your army. Axel joins your army. Nay Island is revealed as the next target of Kooluk.
- 038 SUB EVENT** LOCATION: NA NAL ISLAND, HARBOR  
On your way to the ship on Na Nal Island, look for Selma behind the Trading Post. Talk with her and she asks to join your army.
- 039 SUB EVENT** LOCATION: NA NAL ISLAND, SEASIDE TOWN  
Eugene and his mother wait in front of the Inn. The kid's mom wants you to make a man of her rather timid son. When he gets up the nerve to ask you to take him with you, make your decision.
- 040 SUB EVENT** LOCATION: FOG SHIP  
If you've recruited 70 or more Stars of Destiny and are around Lv50, return to your ship and look for Lino En Kuldus in the War Room. Form a three person party with Lino (you can add one other party member and a support person if you like) and follow the Robed Man onto the Fog Ship. At the end of the long road, you meet the Fog Ship Guide, who offers you salvation from the Rune of Punishment in return for eternal imprisonment on the Fog Ship. Refuse and you find yourself with a new ally, the Robed Man, who is revealed to be Ted. Ted joins your party to fight the Fog Ship Guide and stays in after the battle is over.

- 102 MAIN EVENT** LOCATION: NAY ISLAND, VILLAGE CHIEF'S HOUSE  
Dock at Nay Island. Head to the Village Chief's House and talk to the Village Chief. Speak to him a second time and offer to show him the Golden Seal.
- 103 MAIN EVENT** LOCATION: NAY ISLAND, HARBOR  
Talk to Rakgi to board the ship and return to the World Map screen. Turn your ship around and re-enter Nay Island.
- 104 MAIN EVENT** LOCATION: NAY ISLAND, VILLAGE CHIEF'S HOUSE  
Head back to the Village Chief's house and pick up Kevin and Pam.
- 041 SUB EVENT** LOCATION: NA NAL ISLAND, HARBOR  
At this point you can recruit Millay.  
Put Reinbach in your party. Talk to a man in Middleport harbor, to learn that Lord Reinbach II is looking for a wife for his son and his first choice is a woman named Millay. Millay didn't like the idea and ran away. Head to Na Nal Island harbor (with Reinbach in your party), where you find Millay and a group of kidnappers.
- 105 MAIN EVENT** LOCATION: WAR ROOM  
Anchor the ship and go to the War Room for Elenor's briefing on your next battle in Razril.
- 042 SUB EVENT** LOCATION: GATHERING SQUARE, NA NAL ISLAND  
At this point you can recruit Jeremy.  
Head to the Gathering Square in Na Nal with Mitsuba in your party and look for Jeremy in the middle of the field, where you once met Mitsuba. Jeremy is looking for a rematch with Mitsuba but can be swayed into joining your army instead.

## GO TO CHAPTER TEN!

## STARS OF DESTINY CHECKLIST FOR CHAPTER NINE

NO.	CHARACTER NAME	LOCATION	ME/SE#
74	Axel	Na Nal Island, Gathering Square	ME101
75	Kevin	Nay Island, Village Chief's House	ME104
76	Pam	Nay Island, Village Chief's House	ME104
77	Selma	Na Nal Island, Harbor	SE038
78	Eugene	Na Nal Island, Seaside Town	SE039
79	Ted	Fog Ship	SE040
80	Millay	Na Nal Island, Harbor	SE041
81	Jeremy	Na Nal Island, Gathering Square	SE042

## EVENTS OF CHAPTER NINE

- 094 MAIN EVENT** NEGOTIATING FOR NA NAL ISLAND  
Head to Na Nal Island, which has been removed from your teleport list since the Kooluk have invaded it. Teleport to a nearby destination and sail over to the island. Upon your arrival, Lino En Kuldus asks to be part of the embassy party. Choose 2 other characters and a Support character to accompany you. Expect a few battles, so upgrade weapons, equipment and runes before you leave the Ship HQ.



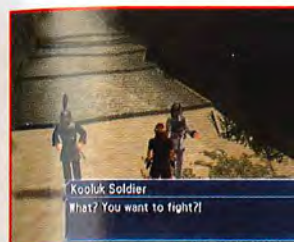
## 095 MAIN EVENT AN UNWELCOME GREETING

## Kooluk Soldier



LOCATION	ME032
LVL	15
HP	180
ATK	50
SKL	20
PDF	20
POTCH	200
ITEMS	Medicine 30% Pot of Razril 10%
COOKING	—

It seems that Na Nal was taken off the teleport list for a reason: the Na Nal Island Chief has decided to throw his lot in with the enemy Kooluk. You are greeted by two phalanxes of Kooluk Soldiers (easy to defeat) followed by a group of natives (whom you are not given the chance to defeat). The Chief's son, Axel, takes you prisoner and you are taken to meet with the Chief.



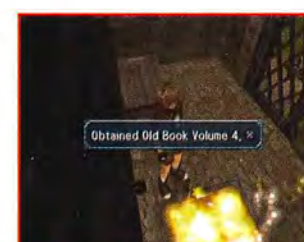
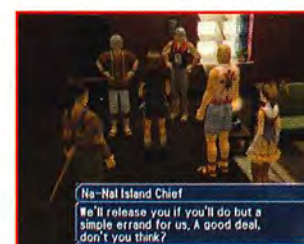
To trigger the battle with the Kooluk Soldiers, try to enter the village.



## 096 MAIN EVENT THE GREAT ELVEN TREE CAPER

The Island Chief puts on a big show about being fair minded, but in reality he's gone over to the Kooluk in a big way. Your punishment for beating up those Kooluk Soldiers is to perform a task for him involving the Elves. It seems that the Elves in the neighboring lands have a special type of medicine that is great demand. The Island Chief wants you to steal some for him.

Rest in your jail cell off the Gathering Square and prepare for the night's trip.



This point in the game is the only opportunity to grab the treasure from the chest in the jail cell.



In the middle of the night, the quest begins. Travel across the gorge to the Great Elven Tree. Inside you find the Elven Remedy unguarded. No one wants to take the remedy, but you have no choice, so take it and return to Na Nal Village.

After more posturing from the Island Chief, he finally decrees that you are free to go and orders Axel to escort you to the harbor. Unfortunately, you are stopped by the Elves and taken back to their prison.

That you were set up should come as no surprise, but the Elven Elder is really coy about what is going to happen to the human villagers. In the end Selma frees you from your jail cell in the Great Elven Tree and lets you discover for yourself the true power of the Elven Remedy.



## 100 MAIN EVENT BATTLE

## Elite Soldier



LOCATION	ME100
LVL	44
HP	296
ATK	230
SKL	86
PDF	150
POTCH	1500
ITEMS	Pot of Failure 5% Pot of Nay 2%
COOKING	Meat Bun

When you reach Na Nal Village, it is clear that things aren't going well from the state of the citizens. When Kooluk Elite Soldiers show up with orders to eliminate your party, it gets worse.



The Elite Soldiers are harder than the troops fought upon entering Na Nal a short while ago. Their weapons carry random elemental effects and they know the moderately powerful Thunder Runner spell. You must get through three battle with these troops, so ration your magic points and keep up everyone's HP. However, in the end, they are just soldiers and they should be way outmatched by your team.

## 101 MAIN EVENT NA NAL'S CHANGE OF HEART

Fortunately, the suffering of his villagers and the near death of his son is all it takes for the Island Chief to realize his mistake and throw his support fully behind your army. He also insists that Axel join your army as a sign of his new-found trust.



The Island Chief has a revelation.



# NA NAL ISLAND

## CHARACTERS



EUGENE



GUNTER



JEANE



JEREMY



MANU



MAXINE



MILLAY



MITSUBA



REINHOLD



RITA



SELMA



UGETSU



MILLAY



SELMA



UGETSU

## SERVICES

SERVICE	DESCRIPTION
Inn	90 Patch/person
Trading Post	Informant: 100 Patch
Mini-Games	Ritapon (Rita) Down to One and Triple Toss (Gunter)
Rune Shop	Attach a Rune: 300 Patch Remove a Rune: 300 Patch

## ENEMY DATA

Kooluk Archer  
Kooluk Captain  
Kooluk Soldier  
Paradise Bee  
Rock Crab  
Wicked Hen

## ITEM SHOP

ITEM	PRICE
Medicine	20 Patch
Mega Medicine	150 Patch
Antitoxin	50 Patch
Cough Drop	50 Patch
Needle	50 Patch
Escape Talisman	200 Patch
Jizo Clock	500 Patch

ITEM	PRICE
Pirate Armor	6500 Patch
Paw Gloves	5000 Patch
Gold Mask	7500 Patch
Noble's Hat	9500 Patch
Magic Ring	20000 Patch

## ARMOR SHOP

ITEM	PRICE
Leg Armor	700 Patch
Silver Brocres	3000 Patch
Wool Mittens	500 Patch
Wool Robe	2600 Patch
Wool Vest	2100 Patch
Silver Chain	3600 Patch
Wool Hat	700 Patch
Silver Circlet	2000 Patch
Lucky Ring	20000 Patch
Speed Ring	20000 Patch

## RUNE SHOP

RUNE	PRICE
Medicine Orb	5000 Patch
Killer Orb	5000 Patch
Alert Orb	10000 Patch
Wind Orb	500 Patch
Water Orb	500 Patch
Fire Orb	500 Patch

## SHOPS

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MITSUBA



JEREMY



MAXINE



REINHOLD



GUNTER



EUGENE



MANU



RITA

## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Old Book Vol 4	During ME095 and ME096
2	Stone of Strength	-
3	Treasure Map	Defeat Golden Hairball.
4	Treasure Map	Examine boxes by sailboat.
5	Treasure Map	Examine the inside of sailboat.
6	Treasure Map	Examine the dresser.



Once Na Nal is liberated from the Kooluk, recruit the elven woman who freed you from the jail cell. Selma has been banished from her village and waits for you behind the Trading Post in the harbor in the hopes that you'll take her along with you.

Back in the seaside part of the village, look for a mother and son pair in front of the Inn. It seems that the mother wants to you take her son with you and toughen him up a little bit. Eugene is certainly cowed in his mother's presence, but shows signs of spunk every now and then.

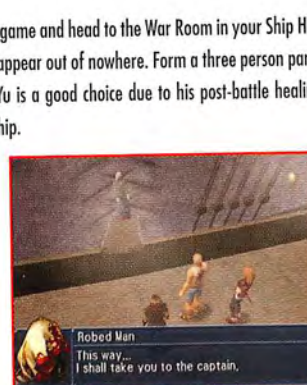
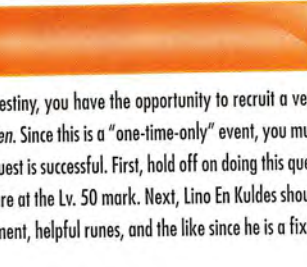
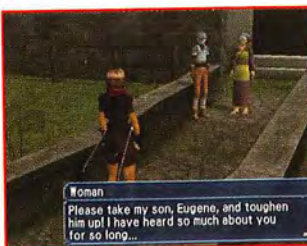
## 040 SUB EVENT THE FOG SHIP QUEST

After you've recruited 70 or more of the Stars of Destiny, you have the opportunity to recruit a very special Star of Destiny, Ted from the original *Suikoden*. Since this is a "one-time-only" event, you must prepare for it ahead of time to guarantee that the quest is successful. First, hold off on doing this quest until you and your standard battle party members are at the Lv. 50 mark. Next, Lino En Kuldus should be outfitted with an upgraded weapon, good equipment, helpful runes, and the like since he is a fixed member of the battle party for this event.

When you are ready to trigger the event, save your game and head to the War Room in your Ship HQ. This causes a mysterious, fog-enshrouded vessel to appear out of nowhere. Form a three person party with Lino, another fighter and a support person (Yu is a good choice due to his post-battle healing powers) then follow the Robed Man onto the Fog Ship.



The Robed Man leads you down a long road filled with dangerous monsters. By all means, fight the monsters, but keep your magic use to a minimum; there's a big Boss at the end of the road.



Follow the Robed Man onto the ship.



Dead Blades resurrect themselves at the end of a battle round if any other enemy is left standing. Concentrate on taking out the other types of enemies first before you tackle those.



Your courage to refuse the Fog Ship Guide, gives Ted the ability to throw off his own shackles.

## FOG SHIP

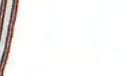
The Fog Ship comes from another dimension, appearing only at one point during the game if you meet the requirements and know how to trigger the event.



TED



TED



TED



TED



TED



TED



TED



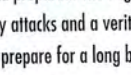
TED



TED



TED



TED



TED

## CHARACTERS



TED

## ENEMY DATA

Dead Blade  
Prophet

## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Pirate King Vest	

## Fog Ship Guide

LOCATION	SEO66
LVL	50
HP	7000
ATK	127
SKL	128
PDF	120
POTCH	v
ITEMS	Diamond 100% Silk 100%
COOKING	

This can be a tough battle if you don't enter the arena prepared. The Fog Ship Guide has several nasty attacks and a veritable ton of HP. Sit back and prepare for a long battle.



Grudge drains about 180 HP from one party member and adds it to the Guide's HP total.



Call of the Guide inflicts around 100 HP of damage to the whole party.



The nastiest attack of them all, Death Plague, comes with a 10% chance of Instant Death.

Healing is very important during this battle. Ted possesses a Water Orb and makes an excellent healer during the battle. When in doubt, you can always turn to Eternal Ordeal to mete out a decent amount of damage per round.



Once you defeat the Fog Ship Guide, the Soul Eater rune returns to Ted. Race back to your own ship before the Fog Ship disintegrates. Back on the Ship HQ, Ted agrees to join your army—as long as you give him some privacy.



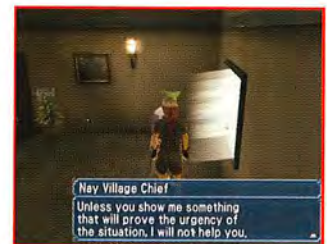
Don't forget the single treasure chest on the Fog Ship in your haste to get off the ship.



## 102 MAIN EVENT NEGOTIATIONS WITH NAY ISLAND

Now that things on Na Nal Island are settled, it is time to start negotiations with the Chief of Nay Island. Nay Island has now disappeared from the teleport list, so you must travel there manually.

Head directly to the Nay Village Chief's house and explain to him why you are there. The Village Chief isn't exactly interested until you show him the Golden Seal.



Leave the village and return to the World Map screen. Sail back into Nay's harbor and visit the Village Chief a second time. This time he has a few new recruits for you, the cooks Pam and Kevin. Add them to the Stars of Destiny.



Kevin and Pam set up a small food stand on your boat. If you take one of them with you as a Support character, they'll turn any monster you defeat into a nutritious meal.

## 041 SUB EVENT REINBACH'S BRIDE

### Scoundrel



LOCATION	SEO58
LVL	40
HP	318
ATK	180
SKL	96
PDF	127
POTCH	500
ITEMS	Medicine 100% Master Graffiti 5%
COOKING	Meat Bun

### Scoundrel



LOCATION	SEO58
LVL	40
HP	318
ATK	180
SKL	96
PDF	127
POTCH	700
ITEMS	Medicine 100% "Flower" 5%
COOKING	Meat Bun

The next character on the list to recruit is a young woman named Millay. Reinbach's father has picked this girl to be his son's bride, but she wants nothing to do with it!



Stick Reinbach in your party and set sail for Na Nal Island. Millay is on the beach and you're right in time too. Reinbach II's goons are just about to snatch her and bring her back to Middleport. Put an end to their kidnapping and rescue the girl. She'll gladly join your army in return, even though Reinbach III is a member.



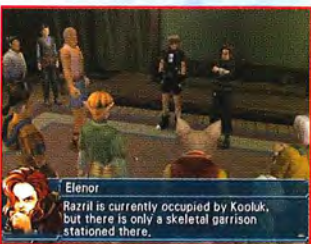
Be chivalrous and prevent the scoundrels from kidnapping Millay.



Millay joins your party even knowing that her intended husband is on board.

## 105 MAIN EVENT ONTO THE NEXT TASK

After finishing up on Nay Island, head back to the Ship HQ and enter the War Room for your next briefing. Elenor thinks that it is time to retake Razril but does everyone agree?



After the briefing, put Mitsuba in your party and head over the Gathering Square in Na Nal. There you will meet a young man named Jeremy who's looking for a rematch with the ex-schemer.

## WALKTHROUGH

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## FIGHTING TON

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## ITEM DATA

## BESTIARY



## II

THE LIBERATION OF  
RAZRIL AND OBEL

## SUMMARY OF CHAPTER TEN

**106 MAIN EVENT** LOCATION: SEA, OFF THE SHORE OF RAZRIL  
Set sail for Razril. Fight the Naval Battle, "Regaining Razril."

**107 MAIN EVENT** LOCATION: SEA, OFF THE SHORE OF RAZRIL  
After you defeat the Mixed Kooluk Fleet, determine Helmut's fate. Recruit him if you want to get all 108 Stars of Destiny.

**108 MAIN EVENT** LOCATION: RAZRIL (PORT)  
In the port of Razril, the other two teammates from the start of the game join your party.

**109 MAIN EVENT** LOCATION: RAZRIL AND HALL OF KNIGHTS  
Go around town and talk to all of the townspeople, recruiting 7 or more to come to Training Hall to join the resistance. Go to the Training Hall when you are done.

At this point you can recruit: Basil, Maxine, Konrad.

**043 SUB EVENT** LOCATION: RAZRIL (SQUARE)  
Look for Basil along the left side of the Square in Razril. Talk to him and ask him to join your army.

**044 SUB EVENT** LOCATION: RAZRIL (SQUARE), INN  
If you've beaten Maxine on both Na Nal and Nay Islands, look for her again in the Razril Inn. She's waiting for you to ask her to join the army.

**045 SUB EVENT** LOCATION: RAZRIL (SQUARE), INN  
In the same Inn is Konrad. You need Katarina in your party to persuade him to join your army.

**110 MAIN EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS  
After the rally, Lord Vingerhut appears. Defeat the 2 Gaian Soldiers guarding him.

**111 MAIN EVENT** LOCATION: RAZRIL (PORT)  
Return to the Razril port where your ships are docked. Explore the town, enjoying the celebration. When you want to end the night, go to sleep at the Inn or in the room in the Hall of Knights.

At this point you can recruit: Frederica, Funghi, America, Gretchen, and Karl in Razril. Tanya, Warlock and Pecola await your visit in other lands.

**046 SUB EVENT** LOCATION: RAZRIL (PORT), EQUIPMENT SHOP  
Look for Frederica in the Equipment Shop in Razril. The night after your speech to the townspeople, speak with her and she joins. In the morning look for Gretchen outside the Equipment Shop. Talk to her to get her to join.

**047 SUB EVENT** LOCATION: RAZRIL, HALL OF KNIGHTS, KITCHEN  
To recruit Funghi, go to the Kitchen in the former Hall of Knights and speak with him twice. To recruit America, go up to the rooftop (where Commander Glen died) during the daytime and speak with her.

**048 SUB EVENT** LOCATION: RAZRIL (BACK STREET)  
In the morning, after the celebration, look for Karl on the Back Street of Razril town. Talk to him and he joins.

**049 SUB EVENT** LOCATION: SHIP HQ, RAZRIL  
At this point, if you chose to spare Snowe's life earlier in ME082, the naval battle, "Battle Once More," begins when you return to your ship.

**050 SUB EVENT** LOCATION: NEST OF PIRATES, DOCK  
Head back to the Nest of Pirates to find Tanya, who's looking to become Elenor's apprentice. Offer to introduce her and she'll join your army.

**051 SUB EVENT** LOCATION: MIDDLEPORT, EMPTY HOUSE  
Once you have 80 or more characters recruited, you can do the Warlock quest. Talk to Pedro in the Rune Cannon Control Room on your Ship HQ to hear the rumor of his current whereabouts. Go the Empty House in Middleport and examine the treasure chest in the middle of the room. Answer the riddle with the answer "24 Patch" then follow the Secret Underground Path. Defeat the Land Dragon, then talk to Warlock to recruit him.

**052 SUB EVENT** LOCATION: MIDDLEPORT, EMPTY HOUSE  
Once you've recruited Warlock, leave Middleport and return to the World Map screen. Return to Middleport and get the Interior Design Book from one of the ladies in front of the Middleport Inn. Head back to Warlock's empty house to find Pecola looking over the place.

**112 MAIN EVENT** LOCATION: NEST OF PIRATES, BAR  
Head back to the Nest of Pirates and go into the Pirates' Lair (a.k.a. the Bar). Give back the Golden Seal to Lino En Kuldies as you all make plans to liberate Obel.

**113 MAIN EVENT** LOCATION: SEA, OFF THE SHORE OF OBEL  
Sail to Obel. Fight the Naval Battle "For Obel's Freedom." Flare and Setsu join your army.

**114 MAIN EVENT** LOCATION: SEA, OFF THE SHORE OF OBEL  
Once you defeat the two Kooluk ships and capture Colton, another threat appears to the rear. When you are ready to fight again tell Elenor "Let's go!"

**115 MAIN EVENT** LOCATION: SEA, OFF THE SHORE OF OBEL  
Fight the Naval Battle "Mysterious Fleet."

**116 MAIN EVENT** LOCATION: SEA, OFF THE SHORE OF OBEL  
After winning the "Mysterious Fleet," the enemy unveils their next trick. Select "My true Rune of Punishment..." to end their treachery.

**053 SUB EVENT** LOCATION: SEA, OFF THE SHORE OF OBEL  
At this point, during ME116, you can trigger the second premature ending by simply refusing to use the Rune of Punishment. You must signal your intent not to use the Rune three times. After that, it's Game Over!

**117 MAIN EVENT** LOCATION: MYSTERIOUS TUNNEL  
Proceed through the Mysterious Tunnel. Defeat Glen's Shadow.

## GO TO CHAPTER ELEVEN!

## STARS OF DESTINY CHECKLIST FOR CHAPTER TEN

NO.	CHARACTER NAME	LOCATION	ME/SE#
82	Teammate #3*	Razril, Port	ME108
83	Teammate #4*	Razril, Port	ME108
84	Flare	Sea (Obel)	ME113
86	Setsu	Sea (Obel)	ME113
85	Helmut	Sea (Razril)	ME107
86	Basil	Razril, Square	ME043
87	Maxine	Razril, Inn	SE044
88	Konrad	Razril, Inn	SE045
89	Frederica	Razril, Port	SE046
90	Gretchen	Razril, Port	SE046
92	Funghi	Razril, Hall of Knights	SE047
93	America	Razril, Hall of Knights	SE047
94	Karl	Razril, Back Street	SE048
95	Tanya	Nest of Pirates, Dock	SE050
96	Warlock	Middleport, Empty House	SE051
97	Pecola	Middleport, Empty House	SE052

\*Teammates #3 and #4 refer to whichever of the four Knights-in-Training (Paula, Kenneth, Tal and Jewel) you didn't choose to accompany you on your first mission in Chapter One.

EVENTS OF  
CHAPTER TEN

Expect many Naval Battles in this chapter as well as the opportunity to revisit old haunts and visit old friends. This is a time where you should set aside a good chunk of time to roam the entire world (or teleport around with the help of Viki and her Glowing Hand Mirror!) recruiting newly available Stars of Destiny.

106  
MAIN  
EVENT

## NAVAL BATTLE: "REGAINING RAZRIL"

## Kooluk Ship A

CAPTAIN	HELMUT	EXPLORE	4
MOBILITY	55	RANGE	3
UNDERLINGS	120	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire, Wind			

## Enemy Ship Data

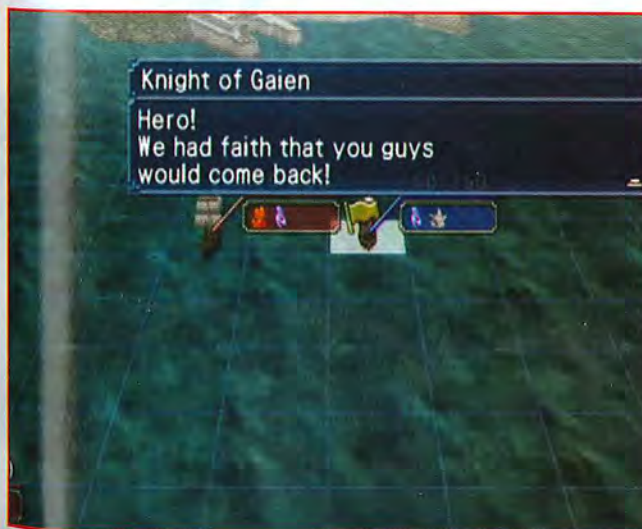
CAPTAIN	KOOLUK CAPTAIN	EXPLORE	4
MOBILITY	58	RANGE	3
UNDERLINGS	100	ENDURANCE	E3
RUNE CANNON ELEMENTS			
Earth, Lightning			

## Gaien Ship

CAPTAIN	GAIAN SOLDIER	EXPLORE	3
MOBILITY	58	RANGE	3
UNDERLINGS	150	ENDURANCE	5
RUNE CANNON ELEMENTS			
Wind, Earth			

This battle gets underway as soon as you approach the shore of Razril. The Kooluk forces assigned to Razril aren't all that tough. Their Rune Cannon arrangements are such that all you need to do is equip each of your ships with both a Fire and Earth Rune Cannon. Use Fire on Ship A and Earth on Ship B to either counter or defeat their attacks.

Just as the battle gets underway, the ship filled with Gaien Soldiers decides to switch allegiance. Unfortunately, there is a good chance that before you can do anything, their ship will be sunk by the Kooluk A Ship, captained by Colton's son Helmut. To better your chances of luring the A Ship away, move as far forward onto the playing field as possible during the first round of moves. This increases the chance that the A Ship will decide to attack you over the Gaien Ship, allowing it to provide support to you during the battle.



At the end of the battle, Helmut surrenders and begs you to take care of his men. At this point you have the opportunity to recruit him as one of the Stars of Destiny. If you are trying to gather all 108, do not miss your chance!

108  
MAIN  
EVENT

## THE JOYOUS RETURN HOME!

Defeating the Kooluk Fleet outside of Razril is not the same thing as liberating the town. To do that you must gather the citizens and persuade them to join together and revolt against the current government.

109  
MAIN  
EVENT

## RECRUITMENT DRIVE

The next task is to run around town, talking to the citizens until you find seven or more of them who are willing to meet you at the Training Hall inside the Hall of Knights for a rally.

This task is virtually identical to the one you were asked to perform in Obel. Talk to everyone in town and in the Hall of Knights, and you should have no problem finding 7 people willing to go to your rally.



While you are running around town, talk to Basil and he gladly joins.

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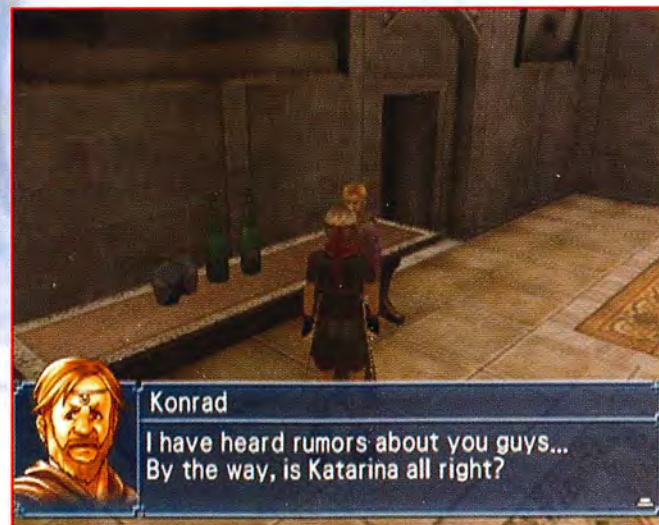
MINI-GAMES

ITEM DATA

BESTIARY



Konrad is an old friend of Katarina. If you happen to have her in your party, you can recruit Konrad right now. If not, you must wait until the day after the liberation celebration before you can board your Ship HQ and make the appropriate changes to your party.



Maxine appears in the Inn if you've managed to defeat her on both Na Nal Island and Nay Island. You won't have to fight her a third time, just talk to her.



## 110 MAIN EVENT SCARING OFF LORD VINGERHUT!

### Gaien Soldier

LOCATION	ME110
LVL	40
HP	380
ATK	210
SKL	100
PDF	100
POTCH	670
ITEMS	—
COOKING	—

### Gaien Soldier

LOCATION	ME110
LVL	40
HP	380
ATK	200
SKL	100
PDF	120
POTCH	670
ITEMS	—
COOKING	—

Lord Vingerhut's Kooluk Bodyguards are really no different from any of the other soldiers you've met. If your party is at Lv. 40 or higher, this battle should be a breeze. Your best bet is to use multi-target spells or Combo Attacks to take out both soldiers quickly. Since you don't have any major Boss Battles coming up and you do get a chance to rest before the next big fight, bring out the big guns.



Combo Attacks, like Kika and Hero's Double Sword Attack are a cheap and efficient "super-attack." Using Rush is another way to spread the hurt around without using up any precious magic points.

## 111 MAIN EVENT FREE AT LAST!

Getting rid of Lord Vingerhut is the final act in the "Liberation of Razril." After you battle his guards and run him out of town, the sun sets and you have an evening to celebrate, talk to the citizens, and, yes, even recruit more Stars of Destiny. Some of the characters become available during the night, while others won't appear until the morning, after you've rested. The best bet is to go to sleep before you start this next recruitment drive as all of the characters in Razril that become available during the night are also there in the morning.



Head up to the top of the spire in the Hall of Knights to meet Ameria, the citizen's ersatz bodyguard.



Go inside the Equipment Shop and talk to Frederica. She's been investigating Graham Gray and is interested in being part of your cause.



Look for Funghi in his usual place in the Kitchen in the Hall of Knights, right next to Hero's Room.



Look for the strongman Karl on the Back Street of Razril, where you once rescued the kidnapped girl.



Outside the Equipment Shop waits the warrior woman, Gretchen.

## 049 SUB EVENT NAVAL BATTLE: "BATTLE ONCE MORE"

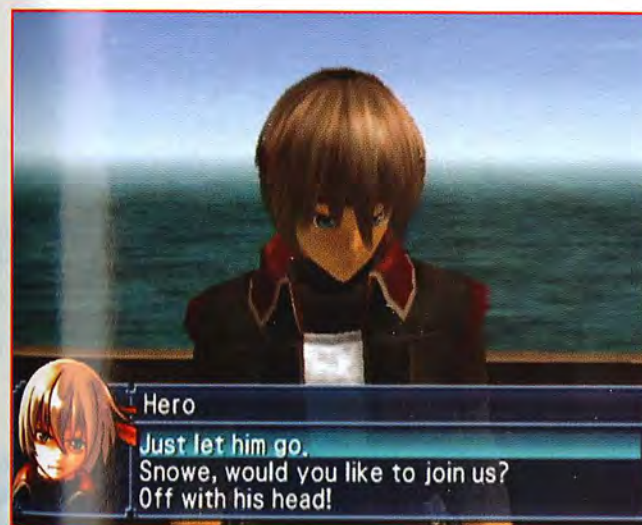
### Pirate Ship

CAPTAIN	CSNOWE	EXPLORE	4
MOBILITY	70	RANGE	2
UNDERLINGS	150	ENDURANCE	2
RUNE CANNON ELEMENTS			
Fire			

If you spared Snowe's life in ME082, he returns to take you on again as soon as you board your ship after the liberation of Razril is complete. This time he is a Pirate with a sparsely defended ship! Use a Water Rune Cannon on all your ships to defeat him. You have him outmanned and outnumbered.



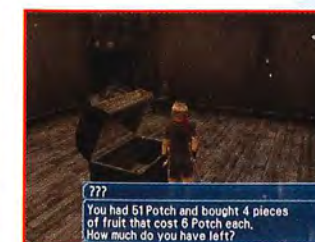
You get to decide his fate. Again, don't execute him! He's the final Star of Destiny and you need him to be alive later on when you are able to recruit him. So choose to ask him to join (he won't) or just let him go.



## 051 SUB EVENT THE WARLOCK QUEST

Once you gathered 80 or more of the Stars of Destiny, another quest opens up. This time you are searching for the great wizard, Warlock. Talk to Pedro in the Rune Cannon Control Room on the 5<sup>th</sup> deck of your ship to learn his current whereabouts.

Head to Middleport and enter the Empty House off the Back Street. Examine the Treasure Chest in the middle of the room and read the riddle there. You need to choose the "Wrong Way" or in this case, the wrong answer, 21 Patch. Do that and a passageway opens up into the Secret Underground Path beneath the city.



It helps that you can answer the puzzle over and over until you choose the right answer!

Make your way through the tunnels below the city. You know you are approaching Warlock's lab when you run into the Land Dragon.

### Land Dragon

LOCATION	Middleport Dungeon
LVL	50
HP	5000
ATK	210
SKL	140
PDF	140
POTCH	8000
ITEMS	Dragon's Bone 20% Dragon Scale 20%
COOKING	—

If you've used your magic points during the random battles leading up to this point, you may find that this battle takes a long time, but if your party is at or around Lv.50, you're fine. The Land Dragon has three special attacks. Tidal Wave does about 100HP of damage to your entire party, while Kamaitachi does 200HP to a single target. Electric Flash does the least amount of damage at 50HP, but carries with it a 25% chance of putting the target to sleep. Once you defeat the Land Dragon, continue down that hallway and at the end you find Warlock hard at work. Ask him to assist you in fighting the Kooluk and he won't have the heart to turn you down.



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## MINI-GAMES

## ITEM DATA

## BESTIARY



# SECRET UNDERGROUND PATH

The Secret Underground Path lies beneath the town of Middleport. To get there you need to start the Warlock quest and figure out the puzzle of the treasure chest in the middle of the Empty House. Once inside, you'll find long meandering tunnels filled with monsters and rare treasures. And, of course, at the end of one of the tunnels you'll find Warlock's hidden lab.

## CHARACTER



WARLOCK



WARLOCK

## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Ocean Rune Piece, Treasure Map	-
2	Great Earth Armor	-
3	Sliding Door	-
4	Ivory Robe	-
5	Canvas #2	-
6	Old Book Vol 8	Examine bookshelf.

## ENEMY DATA

Big Frog  
Furball  
Land Dragon  
Poison Bird  
Spectral Leaves

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## 113 MAIN EVENT NAVAL BATTLE: "FOR OBEL'S FREEDOM"

### Kooluk Ship A

CAPTAIN	COLTON	EXPLORE	4
MOBILITY	65	RANGE	3
UNDERLINGS	200	ENDURANCE	5
RUNE CANNON ELEMENTS			
Lightning, Water			

### Kooluk Ship B

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	150	ENDURANCE	3
RUNE CANNON ELEMENTS			
Wind, Earth			

The Liberation of Obel is here and it starts with a dramatic show and battle. For this first battle, you take on Colton's fleet of two ships. Each ship is equipped with a set of Rune Cannons that are easily matched or overcome. Equip your ships with Lightning and Wind rune cannons. Use Lightning against Ship A and Wind against Ship B. This ensures that every attack is either nullified or overcome. Do not to allow yourself to get boxed in and you should have no problem defeating the 2nd Kooluk Fleet. It also helps that your own fleet, split into two parts before the start of the battle, starts off surrounding the enemy.



At the end of the battle, Colton becomes your prisoner (unlike his son, Helmut, you cannot recruit him) and Flare and Setzu join the crew.

## 115 MAIN EVENT NAVAL BATTLE: "MYSTERIOUS FLEET"

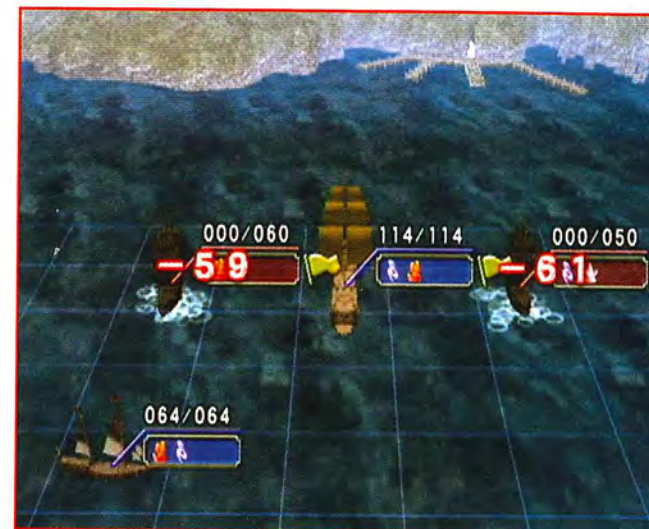
### Kooluk Ship A

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	60	ENDURANCE	5
RUNE CANNON ELEMENTS			
Fire, Wind			

### Kooluk Ship B

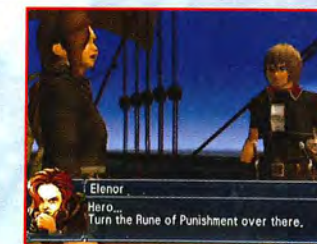
CAPTAIN	KOOLUK CAPTAIN	EXPLORE	4
MOBILITY	50	RANGE	3
UNDERLINGS	50	ENDURANCE	3
RUNE CANNON ELEMENTS			
Wind, Earth.			

After you foil Colton's plans, another threat appears on the horizon in the form of the Governor's Fleet. This is another battle against two ships with pretty simple Rune Cannon arrangements. For this battle, equip each of your ships with Fire and Wind rune cannons. Use Fire on Ship A and Wind on Ship B. Since both of these ships are undermanned in comparison to the first Naval Battle, you should be able to take them out in a few rounds.



## 116 MAIN EVENT A BIG DECISION

Of course, the battle doesn't end with the defeat of the Governor's Fleet. Kooluk has something even more deadly waiting in the wings; something that only the Rune of Punishment can defeat.



Your duty to the army you've raised must come before your own health concerns.



If you don't use the Rune, all your friends will die. Can you really let that happen?

If you choose not to use the Rune, then you get to experience the second premature end of the game. This time, however, instead of sticking you in an eternal loop on a deserted island, the game actually ends. If you have a good save point and you want to see what happens when you don't use the Rune of Punishment to avert the Kooluk's final sally, refuse to use the Rune three times. Each time, you're asked to reconsider, but after the third refusal, you are left to your fate.

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## SUMMARY OF CHAPTER ELEVEN

## 118 MAIN EVENT LOCATION: SHIP HQ, HERO'S ROOM

Wake up back on Ship HQ in your room.

At this point you can recruit all of the remaining Stars of Destiny: Wendell, Nabokov, Trishtan, Gunther, Carrie, Ema, Gary, Noah, Rachel, Travis and finally, Snowe.

## 054 SUB EVENT LOCATION: KINGDOM OF OBEL, CITY

In the newly liberated city of Obel, look for Wendell on the docks. Head to the Appraisal Shop and talk to Nabokov. Look for Gunther in front of one of the closed storefronts in the second part of town. With Yu in the Support slot in your party, look for Trishtan in front of the Inn. Return to this area later to find Carrie, Yu's assistant. Gary and Ema wait in their usual spot by the ponds outside the Royal Palace. Go inside the Royal Palace and look behind the throne in the Audience Chamber to find Noah.

## 055 SUB EVENT LOCATION: KINGDOM OF OBEL, CAVES

Head to the cave that once housed your HQ. There you meet Rachel. If you have Cedric in the Support slot of your party, she joins after you pay Cedric's overdue bill.

## 056 SUB EVENT LOCATION: KINGDOM OF OBEL, RUINS

To get Travis, you must travel through the newly upgraded Ruins of Obel. In the outside section of the Ruins is a Killer Golem. If you've depleted your MP getting through the Ruins, just walk around him. Talk to Travis and he'll trick you into leaving him alone, by asking you to demonstrate the use of an Escape Talisman. Head back into the Ruins, defeat the Killer Golem (if you've rested and restored your MP), and ask Travis a second time to join your party.

## 057 SUB EVENT LOCATION: MORDO ISLAND

Once you've recruited 107 Stars of Destiny (and only once you've done this!), head to Mordo Island and talk to the man in front of the Hot Springs to learn about a man he saw floating in the surf. Sail west from the island to run into Snowe.

If you haven't already, head to Mountain Mass Island and Limestone Shelf Island in the NW and SW corners of the map and do some Treasure Map hunting.

If you are in the mood to play around in the Training Hall, this is also a good point at which to do it.

## 119 MAIN EVENT LOCATION: SHIP HQ, DECK

Head out to the deck to see the return of Ramada's bird. Go back inside and meet up with Elenor in the War Room to find out her plan to infiltrate Fort El-Eal. Select "Let's get right to it!" if you are ready to proceed.

## 120 MAIN EVENT LOCATION: SHIP HQ, WAR ROOM

Speak with Elenor in the War Room to choose the members for the detachment. Doing this removes all characters from both your own party and those assigned to the two Boat parties. Choose four good characters for the Task Force.

## 121 MAIN EVENT LOCATION: SHIP HQ, HERO'S ROOM

Prepare your own party for the trials ahead, then return to your room and go to sleep.

## 122 MAIN EVENT LOCATION: SHIP HQ, WAR ROOM

When you awake (and are ready to go) return to the War Room and speak with Elenor. If you are ready to go select "Yes, I am ready!"

## 058 SUB EVENT LOCATION: SHIP HQ

On the night before you start your expedition, talk to all your friends and comrades both on the deck and inside the ship itself. Certain characters have unique good night/good luck scenes. Others give you good luck items (you can obtain the Wooden Amulet from Rene, Rita and Noah).

## 123 MAIN EVENT LOCATION: SHIP HQ, HERO'S ROOM

After talking with everyone, go to your room and choose to go to sleep in your bed.

## GO TO CHAPTER TWELVE!

## STARS OF DESTINY CHECKLIST FOR CHAPTER ELEVEN

NO.	CHARACTER NAME	LOCATION	ME/SE#
98	Wendell	Obel, Harbor	SE054
99	Nabokov	Obel, Town	SE054
100	Gunther	Obel, Town	SE054
101	Trishtan	Obel, Town	SE054
102	Carrie	Obel, Town	SE054
103	Ema	Obel, Town	SE054
104	Gary	Obel, Town	SE054
105	Noah	Obel, Town	SE054
106	Rachel	Obel, Caves	055
107	Travis	Obel, Ruins	SE056
108	Snowe	Sea (Mordo Island)	SE057

## EVENTS OF CHAPTER ELEVEN

## 118 MAIN EVENT RECOVERY TIME

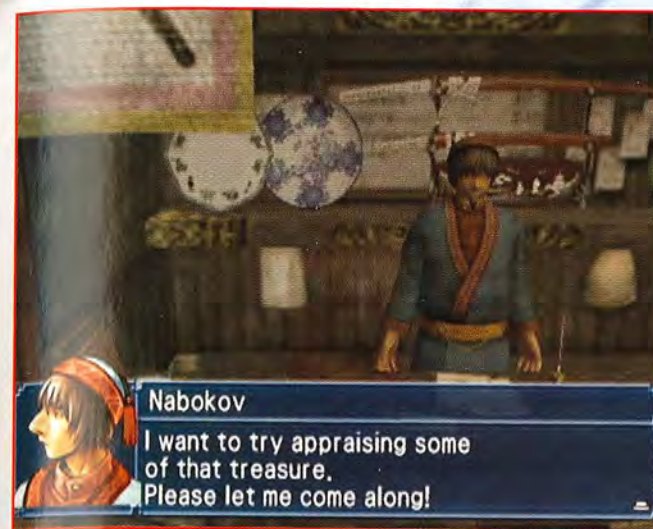
When you awake after the events in ME117, it's the perfect time to put the mission on hold and get some other projects out of the way. The main thing to do right now is collect the remainder of the 108 Stars of Destiny. All 11 of the characters that become available in this chapter are ready and willing to be persuaded to join your band of merry men and women. When you are ready to continue with the quest, head up to the deck.

## 054 SUB EVENT LIBERATED OBEL IS FULL OF POTENTIAL RECRUITS

Ten of the eleven Stars of Destiny left are found right in Obel and surrounding areas. All you need to do is look around and have the right people in your party.



Wendell waits for you in the harbor. If you don't find her right away, try talking to Nico first. Regardless, she joins due to her infatuation with the young Nico.



Nabokov is just passing time at the Obel Appraisal shop, waiting for a better opportunity to come along.



To get Gunther to join your crew, you must have spoken with him in Middleport and on Na Nal Island first. Then look for him in Obel and speak to him a third time. You don't need to beat him at his mini-game or even play it to get him to agree to join.



The always-ailing Trishtan needs a visit from his old friend Yu, so insert him in your party's support slot for this recruitment. Trishtan can be found suffering in front of the Inn.



To get Carrie to show up, leave the area where you met Trishtan and return a short while later. Go get Gary and Ema or Noah, then come back! Look for Carrie in front of one of the closed storefronts and let Yu talk her into coming back to work for him.



Finally, the liberation of Obel convinces Gary and Ema to leave the comfort of Obel and go out and explore the world.



Noah is hiding behind the King's throne. What she's up to is anyone's guess. However, to recruit her all you need to do is keep talking to her until she agrees.



Rachel works for the Dappled Sunshine, a restaurant where Cedric owes a considerable sum. To pique Rachel's interest and get her to join your party, you need Cedric in your party and 5000 Potch to pay his bill.

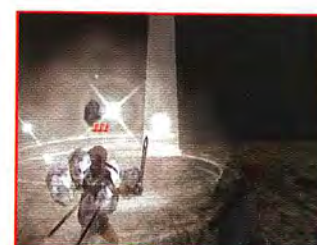
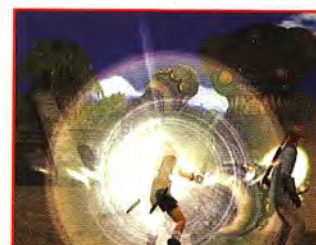


To get Travis to join, an Escape Talisman and a strong constitution are needed. Travis waits near the tomb in the outside portion of the Obel Ruins, where you met recruited Rikie and Rahgi. The first time you meet him, he wants you to show him how to use an Escape Talisman. Do it, but don't expect him to show up anytime soon. No, you have to go back and confront him a second time! Fortunately, he won't try to trick you again.



## The Killer Golem

Fighting this Boss is completely optional. Ultimately it is an upgraded version of the Guards fought during your first visit. While you are in the Ruins, don't forget to get the Golden Hammer from the Angel Hairball-trapped treasure chest if you decided to forego the battle during your first trip. The Golden Hammer allows Adrienne to upgrade weapons to Lv. 16!



Once you've gathered 107 Stars of Destiny, it is time to go after the final one, your old pal Snowe. This event happens only if A) you spared Snowe's life on both of the occasions when you could have ended it and B) you've managed to recruit the other 107 Stars of Destiny. If you meet these criteria, then head over to Mordo Island and talk to the villager in front of the Hot Springs. He tells you about a mysterious man he saw floating in the sea recently. Set out in your ship and sail due west from the island. After a while (and you'll have gone a good distance from Mordo when this happens), you run across Snowe floating along on a piece of ship wreckage. Pull him from the surf and persuade him to join your company.





# LIMESTONE SHELF ISLAND AND MOUNTAIN MASS ISLAND

If you've recruited Rene, you should know all about the Treasure Map mini-game. Now is a good time to visit the five locations where you can search for the treasures on the maps themselves. Donut Island and Mordo Island you already know, but the final three places are located in the NW and SW corners of the map, far out of the way of your usual journeys.

## LIMESTONE SHELF ISLAND

This is an island made up of limestone that lies in the SW corner of the map. The easiest way to get there is from Hermitage Island or the Nest of Pirates. The passage of time and constant flow of water have turned the limestone into tiers of circular shelves. To get to the treasure chest at the top or any of the Treasure Map locations, you must find a path up through the shelves.

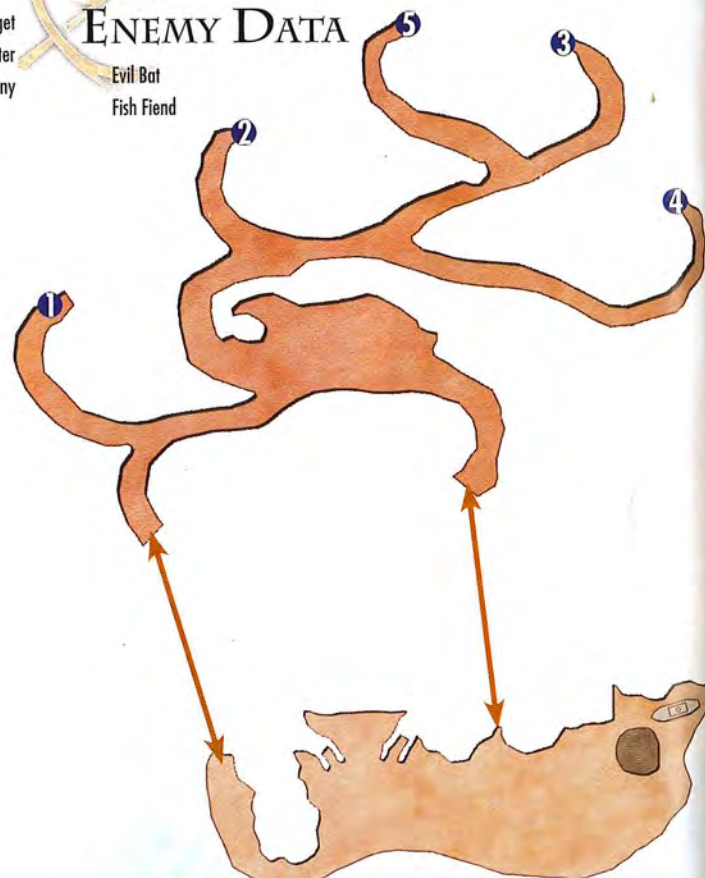


## MOUNTAIN MASS ISLAND

To get to this island, you must sail north from Razril. It's a long trip made even longer by the constant interruption of sea monsters and other random enemies. You know you are getting close when you see the start of a chain of small rocky islands. Mountain Mass Island is the largest of this chain and is quite unmistakable.

## ENEMY DATA

Evil Bat  
Fish Fiend



## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Silk Shoes	
2	10,000 Patch	
3	Mixed Herbs	
4	Diamond (x5); Prosperity Orb	Must defeat the Golden Hairball first.

## 120 MAIN EVENT CHOOSING YOUR AWAY TEAM

Save your best characters for Hero's team, but choose characters that are likely to have decent armor, upgraded weapons (at least partially) and some attached Runes. These characters should be Lv.40 or above, although characters in their 50s are preferred. Choose a Healer as your support character (a B level is fine if you want to save Yu for Hero's party) and stock up on healing items. Since you have the opportunity to remake this Team before the end of ME122, you might want to put dummy characters in the team slots and then take some time to outfit and prepare the characters that you really want to use for this team. Don't forget to go back to Elenor and re-form the Separate Team party!



If you choose not to send Elenor on this mission, she'll override you at the start of ME123. The scene is funny enough that it's worth telling Elenor that the mission is too dangerous for her to lead during this event.



Lino En Kuldes is a good choice for this team, if you won't miss him in yours, but should you choose not to use him, look for a cutscene between the Hero and Lino at the start of ME123.

## 122 MAIN EVENT ENDING THE PREPARATION STAGE

When you've finished all of your preparations and finalized your Separate Team party, head to your room on the Ship and go to bed. In the morning, it is time to begin the final day before the invasion. Head to the War Room and tell Elenor that you are ready to continue. Once you choose that option, you cannot leave the ship again until after the game is over. In addition, many of the ship's more frivolous functions shut down. If you feel the need to travel around the world and visit the other lands, then get that wanderlust out of you before you talk to Elenor. This also marks the last time you can make adjustments to your Separate Team party.



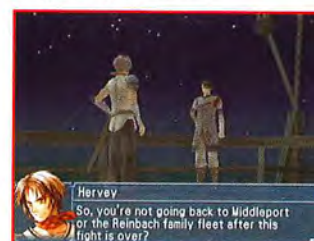
This is it! The point of no return!

## 058 SUB EVENT GOOD-BYE, GOOD LUCK!

At the end of ME122, night has fallen and all of the ship's crew have returned to their assigned berths. You can elect to go to straight to bed or you can wander through the ship and talk to your friends and comrades to see how they fare on this night before the invasion. Of course, you don't have to speak to everyone, but you should talk to the following: Kika; Sigurd and Hervey; Elenor; Lino En Kuldes; Rita, Rene and Noah; Rikie and Rakgi; Katarina; Frederica; Helmut; and Pablo.



Look for Kika on the ship's deck, starting out to sea.



Hervey and Sigurd are chatting on the upper deck, above the bridge.



Elenor is in her room, drinking and brooding as usual.



Lino En Kuldes provides the most interesting information, giving clues to the Hero's parentage.



The girls in the Saloon have a present for Hero: a Wooden Amulet!



Talking to Rakgi and Rikie in their stateroom triggers a short montage of other happenings around the ship.



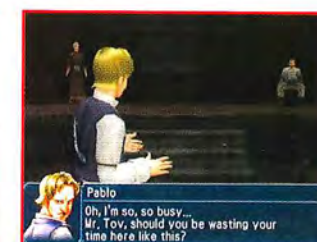
Katarina gives Hero encouragement when you visit her in her room.



Look for Frederica in the Library to learn more about Cray.



In the hallway on the 5th deck, you overhear Helmut talking to his father, Colton.



Finally, go to the Rune Cannon Control Room to see Pablo cracking under the strain!



If you recruited Snowe, when you return to your room to rest for the remainder of the night, you find him waiting for you.

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ITEM DATA

BESTIARY

## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Treasure Map	

## ENEMY DATA

Mosquito

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## II ENDGAME

Finally, it is time to take on Kooluk and put an end to Cray's treachery! This attack takes place on three fronts: a big Naval Battle, Elenor's infiltration of Fort El-Eal and then your own infiltration of the same Fort. How the game ends depends on how well you've prepared your troops and mastered the various types of battle. Only one Naval Battle, two Boss fights and a Duel stand between you and the end!

## SUMMARY OF CHAPTER TWELVE

<b>124 MAIN EVENT</b>	<b>LOCATION: SHIP HQ, DECK</b> Head to the deck. The Infiltration of El-Eal begins.	<b>062 SUB EVENT</b>	<b>LOCATION: FORT EL EAL, BELOW FORT EL-EAL</b> At this point you can return to the ship by talking to Rakgi outside the fort.
<b>059 SUB EVENT</b>	<b>LOCATION: SHIP HQ, HERO'S ROOM</b> If you elected not to have Elenor accompany the separate team, the following scene occurs where she disobeys your orders.	<b>063 SUB EVENT</b>	<b>LOCATION: SHIP HQ, LINO EN KULDES AND FLARE'S STATEROOM</b> This is the last opportunity you have to obtain the Fancy Garb (i.e. Lino's ceremonial robes) from Lino's room on board your ship HQ. Doing this causes a humorous scene during the ending.
<b>060 SUB EVENT</b>	<b>LOCATION: SHIP HQ, DECK</b> If you allowed both Elenor and Lino En Kuldes into the away team party, Setsu will scold you when you appear on the deck in the morning.	<b>130 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, TOP FLOOR HALL</b> Defeat the Giant Tree and the two Seeds of Light
<b>125 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL: BELOW FORT EL-EAL</b> Lead Elenor up the side of the cliff to El-Eal to trigger the dispatch of the decoy fleet. The El-Eal rune cannon is fired.	<b>131 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, 2<sup>ND</sup> FLOOR</b> After the Giant Tree battle, race down through the fort before it collapses. Defeat the band of Kooluk Soldiers at the start of the stair well to the first floor.
<b>061 SUB EVENT</b>	<b>LOCATION: SHIP HQ, DECK</b> If you recruited Tanya, you'll see a squabble between her and Agnes at the deployment of the decoy fleet.	<b>132 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, 1ST FLOOR</b> Defeat the band of Elite Troopers and Captains before the exit of the Fort.
<b>126 MAIN EVENT</b>	<b>LOCATION: SEA, OFF COAST OF KOOLUK AND FORT EL EAL</b> Win Naval Battle "Final Engagement."	<b>133 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, BELOW FORT EL-EAL</b> Run down the cliff-side path and tell Rakgi to take you to the ship.
<b>127 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, OUTSIDE FORT</b> Back in Kooluk, take Elenor and the away team into Fort El-Eal. Climb up to the fourth floor and head to the Control Room. Defeat Graham Cray.	<b>134 MAIN EVENT</b>	<b>LOCATION: TROY'S SHIP, OFF COAST OF KOOLUK/FORT EL EAL</b> Defeat Troy in a duel.
<b>128 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, OUTSIDE FORT</b> Scene changes to the Hero's point-of-view. Talk to Agnes to make any changes to your party, then head into Fort El-Eal. Head up to the Control Room on the 4 <sup>th</sup> floor and enter the Office to the side of the room. Get the Stair Room Key off the desk.	<b>064 SUB EVENT</b>	<b>LOCATION: N/A</b> If you recruited all 108 Stars of Destiny, you get to see two additional scenes. The first scene included Leknaat and appears on the eve of the infiltration, after you've opted to rest in your room. The second occurs after the basic ending, after the credits have rolled.
<b>129 MAIN EVENT</b>	<b>LOCATION: FORT EL EAL, 2<sup>ND</sup> FLOOR</b> Go back down to the second floor and open the locked door which leads to the stairwell. Climb up the stairs until you reach the top. Be sure to save your game at the Save Point.		

## END OF GAME

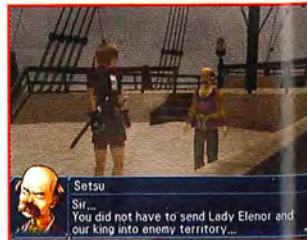
## EVENTS OF CHAPTER TWELVE

## 124 MAIN EVENT THE INVASION BEGINS!

What happens after you wake up largely depends on the choices you made earlier in setting up your Away Team for the first assault on Fort El-Eal. If you decided not to let Elenor go with the team, you'll find yourself locked in your stateroom until you give your assent. If you decided to give Lino En Kuldes a berth in the Away Team, then Setsu will scold you as the group takes off. If you chose not to include Lino, then he'll brood with you over Elenor's absence. Regardless of what you've done, leaving your stateroom and walking out onto the deck triggers the start of the invasion and prevents you from leaving the area until after the game comes to its end!



The door is locked and you aren't going anywhere until Elenor has her say!



Setsu is not happy to have both Elenor and Lino En Kuldes away from the ship, but he gets over it pretty quickly!

## 125 MAIN EVENT ELENOR AND THE AWAY TEAM REACH FORT EL-EAL

At this point, you control Elenor in much the same way that you control Hero when he's out in the world. The only difference is that you cannot sail back to the Ship HQ or make changes to the away team's composition. At this point, all you need to do is walk Elenor up the cliff-side path towards the Fort to trigger the next big event.



Control Elenor's Away Team in the same way that you control Hero in the Field and lead her up this misty path.

## 126 MAIN EVENT NAVAL BATTLE: FINAL ENGAGEMENT

## Kooluk Ship A

CAPTAIN	TROY	EXPLORE	3
MOBILITY	60	RANGE	4
UNDERLINGS	220	ENDURANCE	7
RUNE CANNON ELEMENTS			
Fire, Wind, Earth, Water			

## Kooluk Ship B

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	5
MOBILITY	70	RANGE	3
UNDERLINGS	180	ENDURANCE	5
RUNE CANNON ELEMENTS			
Wind, Earth			

## Kooluk Ship C

CAPTAIN	KOOLUK CAPTAIN	EXPLORE	5
MOBILITY	80	RANGE	3
UNDERLINGS	150	ENDURANCE	4
RUNE CANNON ELEMENTS			
Lightning, Water			

This is the game's final Naval Battle and you get a curve-ball. The enemy's A Ship, helmed by Troy, features four different Rune Cannons: Fire, Wind, Earth and Water. Since you really can't put together a good defense against this ship, your best bet is to put together a powerful boarding team and board the ship as soon as possible. Consider taking Hero out from the Captain's place and put him into the main ship's boarding party. Going up against four relatively wimpy Kooluk Soldiers is going to be a much easier way to defeat Troy's ship than trying to guess which Rune Cannon they are going to use.



Your ships can only take 3-4 shots from any of the opponent's rune cannons, so don't be afraid to board a nearby ship.

To take out the other two ships, equip all four ships with Wind and Lightning Rune Cannons, then seek and destroy. Although both the B and C Ships have many underlings to destroy, it shouldn't be that hard to defeat both ships.

If you are running out of Lightning or Wind Rune holders, divide the task between the ships. Man the Grishend's Rune Cannon with a Wind Rune user to take out Kooluk Ship B and place Lightning Rune holders at the helm of the Gaian and Obel Ships' rune cannons to take out Kooluk Ship C.

The Gensho	Move: 5 Range: 3	Captain: Broc	100
The Grishend	Move: 3 Range: 4	Rune Cannon: Lino Hak	100
Gaia Ship	Move: 4 Range: 3	Fighters: 10	100
Obel Ship	Move: 3 Range: 5	Helms: 10	100
		Underlings: 72	72

## 127 MAIN EVENT BOSS BATTLE: GRAHAM CRAY

## Graham Cray



LOCATION	ME127
LVL	50
HP	4000
ATK	230
SKL	130
PDF	120
POTCH	1000
ITEMS	—
COOKING	—

This battle is designed for a slightly lower-level party like the suggested away team. If the average level of your party members is around 45, you should be able to get through this battle with few problems. Cray has four big attacks. The one to watch out for is Thunder Dart. It affects a single person and does 300HP of damage, enough to possibly render that character unconscious. Cray Beam is less dangerous. The multi-target attack does about 100HP per person and the singe attack does about 150HP. Cray has one support spell, Cray Barrier, which ups his defense by 50%.



## 128 MAIN EVENT HERO'S TURN

Once the away team defeats Graham Cray, they return to base and it's Hero's turn to take on Fort El-Eal. Take a look at your team and if you need to make changes, talk to Agnes outside the Fort and change characters. The objective is to get the Stair Room Key from the Rune Cannon Control Room office and open the stairway leading to the top floor of the El-Eal.



Agnes remains right outside the Fort until you start the Boss Battle.



Finding the Stair Room Key isn't difficult. Just look for the shining light on the desk.

## WALKTHROUGH

## CHAPTER 1

## CHAPTER 2

## CHAPTER 3

## CHAPTER 4

## CHAPTER 5

## CHAPTER 6

## CHAPTER 7

## CHAPTER 8

## CHAPTER 9

## CHAPTER 10

## CHAPTER 11

## CHAPTER 12



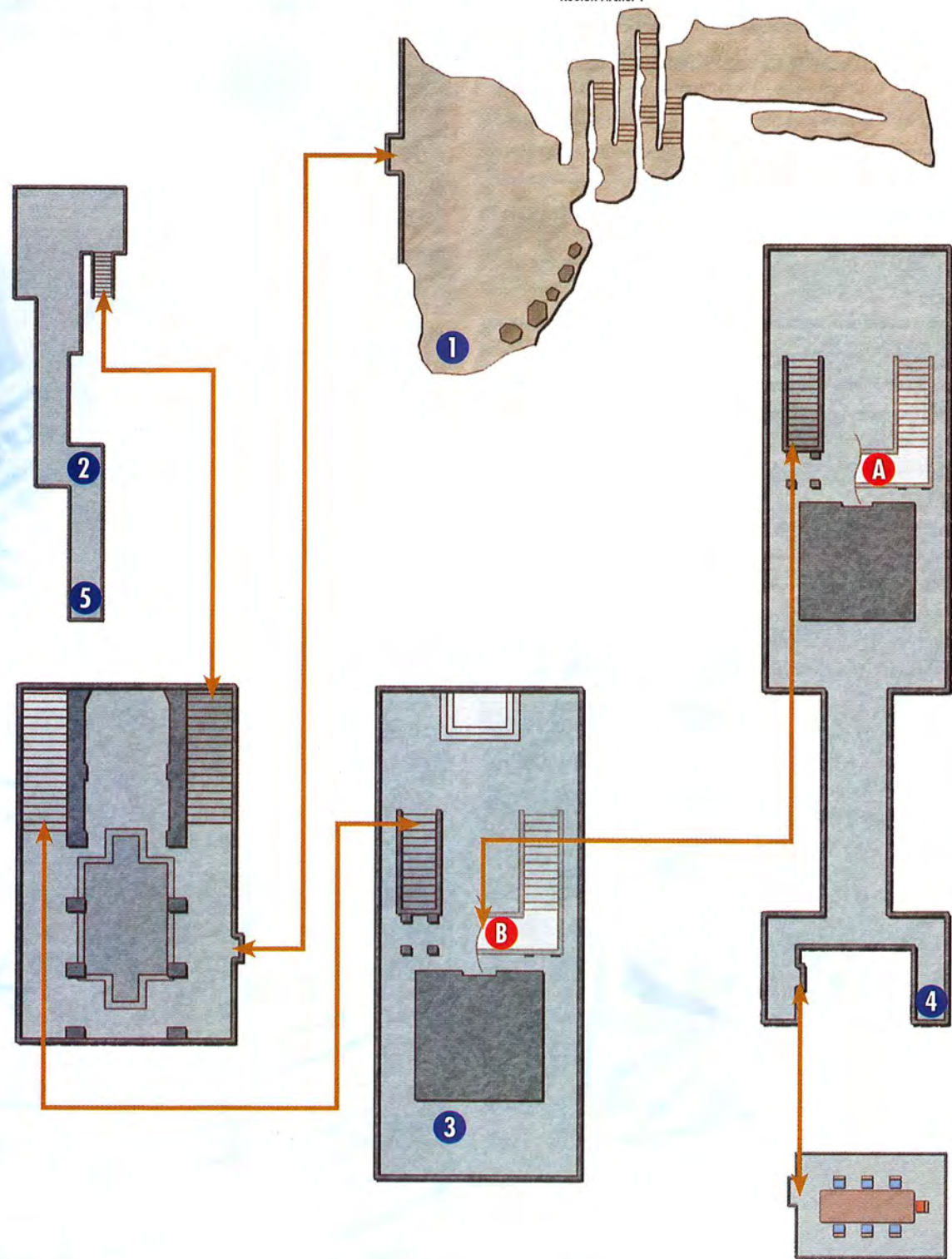
# FORT EL-EAL

Fort El-Eal is the final dungeon in the game—and the final new area. Clearing this towering fort is actually pretty straightforward. With Elenor's crew you are going to travel straight up through the main floors to the 4<sup>th</sup> Floor, where you'll find the Rune Cannon Control Room. With Hero's team, you are going to retrace Elenor's team's steps up to the Rune Cannon Control Room to grab the Stair Room Key from the Office. Then you are going to backtrack to the 2<sup>nd</sup> floor and use the key to open the door to the Stairwell and take the stairs all the way up to the top. You'll find two Bosses here, 9 treasure chests filled with some pretty good items, and a whole bunch of Kooluk Troops! When you are playing from the Hero's perspective, you can leave the Fort and return to your ship via Rakgi, who waits for you by the landing spot at the bottom of the cliff-side path in the Below Fort El-Eal section of the map.

## ENEMY DATA

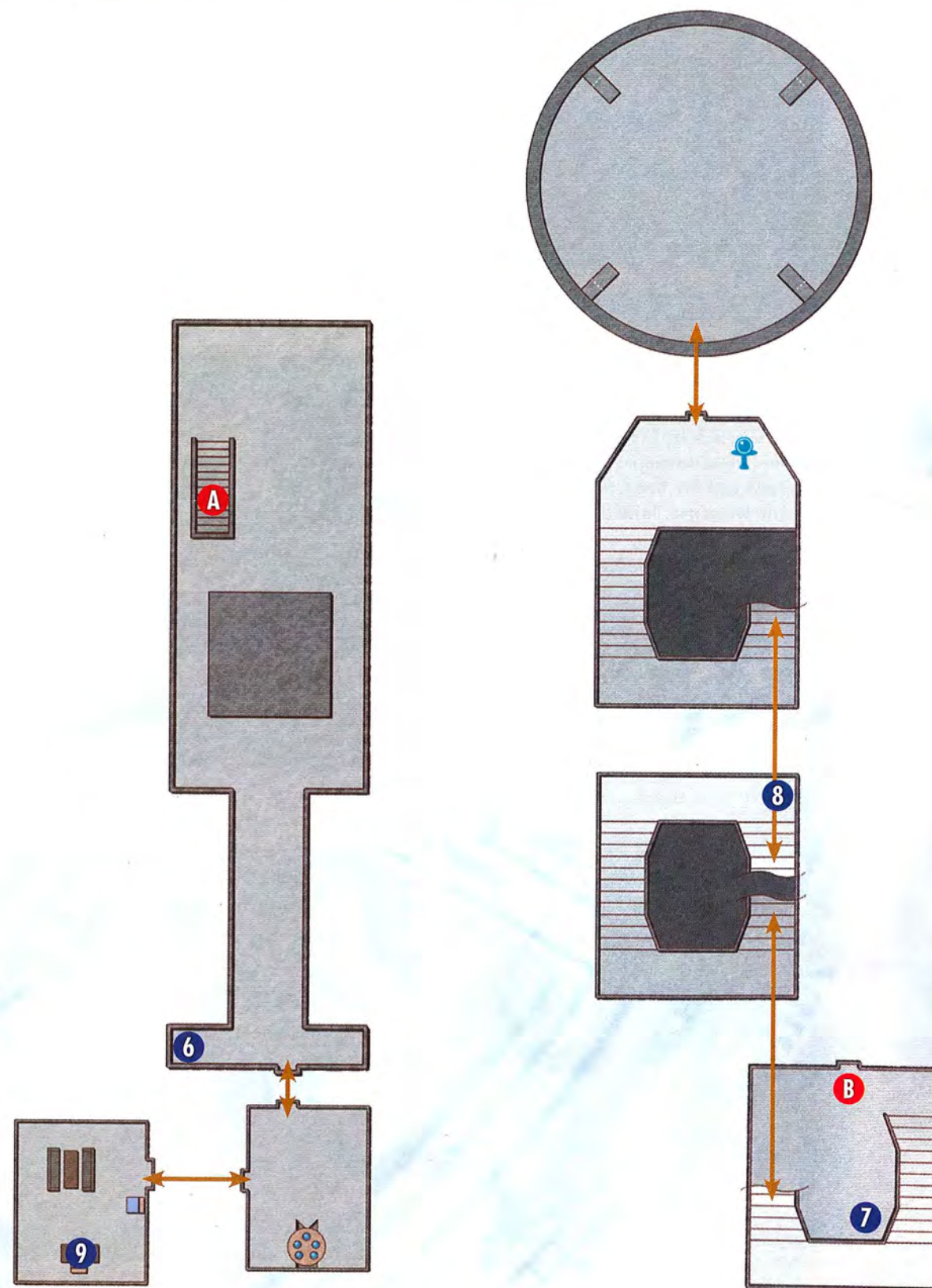
Elite Captain  
Elite Soldier  
Elite Trooper  
Grain of Light  
Kooluk Archer E  
Kooluk Captain C  
Kooluk Archer F

Kooluk Soldier E  
Kooluk Soldier F  
Kooluk Soldier G  
Kooluk Soldier H  
Royal Guard Archer A  
Royal Guard Archer B



## Treasure Data

NO.	ITEM NAME	COMMENTS
1	Mega Medicine	-
2	Hero's Helmet	-
3	Chaos Shield	Defeat Angel Hairball.
4	Goddess Robe	-
5	Cape of Darkness	Examine the dead body in the cell.
6	Mixed Herbs, Mega Medicine, Fortune Orb	-
7	Magic Cancellor	-
8	Mixed Herbs	-
9	Stair Room Key	Examine shining object on desk.



FIGHTING 100

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

WALKTHROUGH

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

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CHAPTER 12



## Giant Tree



LOCATION		ME130	
LVL	70	EVA	160
HP	13000	MAG	160
ATK	250	SPD	160
SKL	160	MDF	200
PDF	120	LUC	160
POTCH	1000		
ITEMS	—		
COOKING	—		

## Seeds of Light (x2)



LOCATION		ME130	
LVL	50	EVA	68
HP	3000	MAG	68
ATK	150	SPD	60
SKL	68	MDF	68
PDF	68	LUC	68
POTCH	1000		
ITEMS	—		
COOKING	—		

The Great Tree is far tougher than any enemy fought up to this point. The Tree goes through six color changes, charging its body with different elements. Red equals Fire, blue equals Water, green equals Wind, orange equals Lightning and yellow equals Earth. When it's charged up, it turns bright white and prepares for its own version of a Combo Magic attack. This blast affects the whole party and does a huge amount of damage.



Breath of the Barking Thunder Beast (Lightning) does around 80HP of damage to all targets.



Earth Warning can occur at any time, regardless of the Giant Tree's color. This does 150HP damage to a single target.



Eternal Sleep puts the whole party to sleep!



Fire Dragon blasts the whole party for 130HP worth of damage. This is likely to be one of the first attacks you encounter.



The Giant Tree protects itself with the Beast's Screaming Wall. This increases its magical defense by 30%.



Flowing Water is a mega healing spell that resurrects the Seeds of Light.

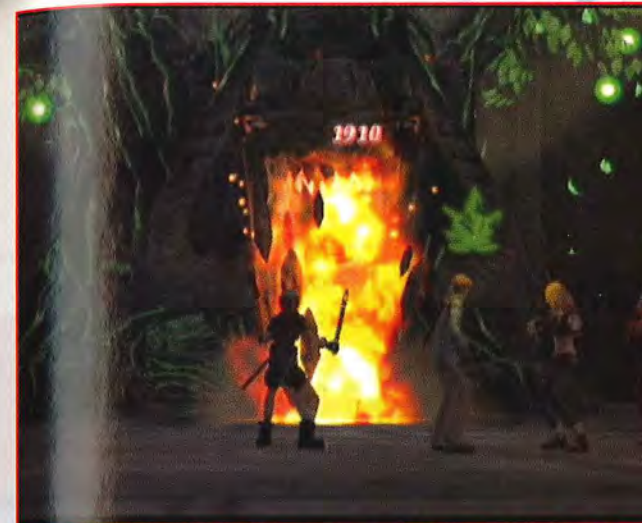


When the Giant Tree beast turns pure white, watch out for Divine Punishment of the Gods! This attack inflicts around 300HP of damage on every party member.

Focus on the Seeds of Light first. At 3000HP each, they shouldn't be that hard to dispatch with multi-target attacks and spells. For the Great Tree, use Combo Magic attacks or Level 4 spells that are strong against the type of element the Tree is currently channeling. If your party is strong enough and has enough MP, you can take the Great Tree out in 3-5 rounds just by using the appropriate Combo Magic attack each time.



Use multi-target attacks like Earthquake to take out the two Seeds of Light while still damaging the more powerful Great Tree



Scorching Earth is a great Combo Magic attack to use when the Giant Tree is in Wind mode.

If your party is at a lower level than the Great Tree, then use things like the Double-Strike rune and the Warrior and Wizard runes to strengthen your attacks. At this point, all of your Rune carriers should have the advanced element Runes (Rage, Flowing, Cyclone, Mother Earth and Thunder Runes) equipped. Speed is the key to success here, whether you use mostly fighters or magic users.

If you decide to seriously level your party up at the Training Hall in your Ship HQ before this battle (and the Fortune Rune found on the 4<sup>th</sup> floor certainly comes in handy there, you won't really gain much in strength, but you earn enough HP and MP to make the battle easier no matter how long it takes). A good mix is a party that has two fighters (Hero + another character with whom he shares a Combo Attack) and two magic users (Ted + another like Maxine, Warlock, or Jeane). Level them up to somewhere between 70-80 and fully improve their weapons.

## DUELING TROY

TROY	LVL 44
OPENING MOVE	
Guard	

Troy makes a very big deal about being inscrutable during this battle. He thinks that you'll never know what hit you! However, you shouldn't have any problem figuring out the meaning of his words. Normal attacks are couched in bland threats, while Special Attacks are announced with more dire warnings. When he Guards, don't expect much other than a grunt or silence. Of course, all of this is illustrated in the table above. This is the easiest of the final battles, so don't blow it!!!



Troy has a spectacular Special Attack that does a good deal of damage. Be sure to guard against it when you hear him hint that he's about to use it!

Once you defeat Troy, that's basically it. You can sit back and watch how the story ends for the most part. If you managed to recruit all 108 Stars of Destiny, then you get an added ending to the cut-scene that plays after the credits roll.



IF HE SAYS THIS...	HE'S GOING TO DO THIS...
Humph...	Guard
....	Guard
Yield to my sword...	Attack
Here I go.	Attack
Sorry...but I will take your life with one more move.	Special Attack
I'll settle this with the next move.	Special Attack



## HERO

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

The Hero of *Suikoden IV* was raised on Razril by Lord Vingerhut, governor of that island. Lord Vingerhut's son, Snowe, became the Hero's best friend, and together they entered the training academy to become Knights of Gaien. The Hero is reticent, but brave and composed—qualities which stand him in good stead after he inherits the cursed Rune of Punishment.

## HOW TO RECRUIT

You start the game as the Hero, and he is your party leader for most of the game.

## RECRUITED AT LEVEL 1

## SPECIAL ABILITIES

Possesses the Rune of Punishment which deals out large amounts of damage but backlashes a fraction of that damage to the wielder.

## RECOMMENDED EQUIPMENT

The Hero's Set is really the best for the Hero, hence the name. The Pirate King set is also an optimal choice. For Other, equip him with three Speed Rings for leveling up, and a Counter Ring, a Speed Ring, and a Guard Ring for other times.

## COMBO ATTACKS

Snowe (beginning): "Friendship Attack"

Kika: "Double Sword Attack"

Snowe (end): "True Friends Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
1	10	3	2	3	3	2	2	3	1
10	102	28	26	26	32	23	20	29	15
20	206	56	52	53	64	46	40	56	30
30	281	76	72	71	84	62	57	76	43
40	353	96	92	90	107	80	72	96	53
50	427	116	111	110	131	97	87	116	65
60	499	136	129	130	153	114	101	135	76
70	524	141	134	138	159	119	103	138	85
80	550	146	142	145	166	126	108	145	89
90	580	152	148	152	171	132	113	150	97
99	605	157	154	157	177	135	119	155	103

## TWIN SWORDS

The hero starts out with a Gaien Training Sword, but after his banishment, he wields twin swords.

TWIN HEAVEN SWORDS	TWIN HEAVEN FANG	TWIN DESTINY FANG
Level 1 —	Level 7 110	Level 12 186
Level 2 —	Level 8 126	Level 13 199
Level 3 —	Level 9 140	Level 14 213
Level 4 —	Level 10 152	Level 15 225
Level 5 —	Level 11 164	Level 16 255
Level 6 —		

## EQUIPMENT OPTIONS

Head	Medium
Body	Medium
Hands	Medium
Feet	Medium
Other	Medium

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Captain: Always captain. Gives Mobility 20, Hull +10, Movement +1 to ship.

Followers brought to Battle: 12

Can participate in a boarding action.

Rune Cannon: 60 Lightning, 40 Fire



## AKAGHI

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
24	226	64	53	45	97	53	61	83	54
30	281	76	64	52	110	62	73	100	62
40	353	96	82	67	138	80	92	122	77
50	427	116	101	84	165	97	111	148	94
60	499	136	120	100	192	114	131	173	111
70	524	141	126	106	202	119	136	183	118
80	550	146	131	110	212	126	142	192	121
90	580	152	138	117	222	132	148	201	124
99	605	157	142	123	230	135	155	206	131

## ASSASSIN CLAWS

CHAKRAM	FLAMING CHAKRAM	RIPPLING CHAKRAM
Level 1 —	Level 5 74	Level 10 160
Level 2 —	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light and Man
Body	Light and Man
Hands	Light and Man
Feet	Light and Man
Other	Light and Man

## PROFILE

This assassin used to work with Mizuki and Ramada for the Cray Trading Company doing some of its dirty work. Although he is an accomplished ninja, you manage to foil his attempt to assassinate you. Akaghi jumps at the chance for new employment, and despite his rough speech is a valued member of the group.

## HOW TO RECRUIT

ME067. After he, Ramada, and Mizuki attempt to kill you, be lenient and accept them into your company.

## RECRUITED AT LEVEL 24

## SPECIAL ABILITIES

Turns into a log to avoid enemy strikes.

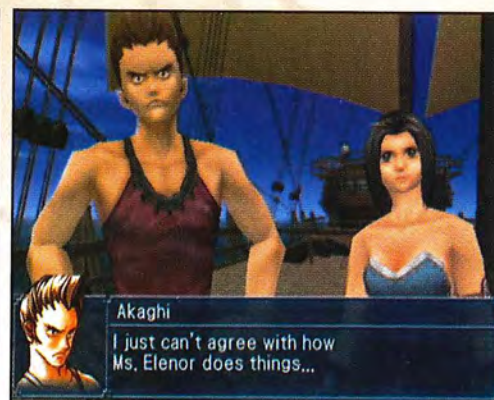
## RECOMMENDED EQUIPMENT

The Ninja set is the best one for Akaghi. He's pretty speedy to begin with, but there anyone could benefit from a little more. You might also consider the Master and Goblin sets, or at least some of the pieces from them.

## COMBO ATTACKS

Mizuki: "Ninja Attack"

Kate and Mizuki: "True Ninja Attack"



FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

CHARACTERS

HERO

AKAGHI

ALDO

AMERA

AXEL

BARTHOLOMEW

CHAMP

CHARLEMAGNE

CHEROO

DARIO

EUGENE

FLARE

FREDICA

GAIL

GRACIE

HEGA

HERMY

HERMY

IZAN

KEANE

JEREMY

JEWEL



## ALDO



## ALDO

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PROFILE

This young man has been stuck in the forest so long he has become a master archer. He has a mild and gentle disposition. His ranged combat capabilities can be a real asset to the party, especially since he also has good Rune power.

## HOW TO RECRUIT

SE026. Return to Hermitage Island some time after recruiting Elenor, and walk through her home to the Back Road. Aldo stands there, and practically begs you to take him with you.

## RECRUITED AT LEVEL 24

## RECOMMENDED EQUIPMENT

The Pirate King or Goblin sets are good bets for Aldo. For his Other slot, look for items which increase accuracy or speed.

## COMBO ATTACKS

Ted: "Bow and Arrow Attack"

Flare and Ted: "Barrage Attack (1)"

Fredrica and Ted: "Barrage Attack (3)"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	185	64	60	45	63	61	84	83	34
30	223	76	72	52	75	72	97	98	43
40	289	96	92	67	95	90	122	121	53
50	353	116	111	84	114	110	145	143	65
60	420	136	129	100	133	127	169	168	76
70	447	141	134	106	141	131	179	178	85
80	474	146	142	110	148	139	189	184	89
90	502	152	148	117	155	147	196	190	97
99	527	157	154	123	160	151	204	198	103

## BOW



IRON BOW	STEEL BOW	PLATINUM BOW
Level 1 20	Level 5 85	Level 11 180
Level 2 35	Level 6 99	Level 12 192
Level 3 46	Level 7 114	Level 13 204
Level 4 60	Level 8 130	Level 14 220
	Level 9 144	Level 15 234
	Level 10 158	Level 16 240

## EQUIPMENT OPTIONS

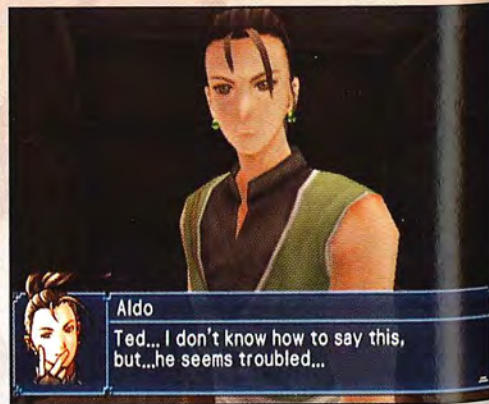
Head	Light and Magical
Body	Light and Magical
Hands	Light and Magical
Feet	Light and Magical
Other	Light and Magical

## RUNE AFFINITIES

FIRE	🔥 🔥 🔥 🔥
LIGHTNING	⚡ ⚡ ⚡ ⚡
WATER	💧 💧 💧 💧
WIND	💨 💨 💨 💨
EARTH	🌱 🌱 🌱 🌱

## NAVAL BATTLE

Captain:—  
Followers brought to Battle: 8  
Can participate in a boarding action.



## AMERIA

## AMERIA

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	244	66	74	88	56	46	41	75	67
30	281	76	85	93	64	53	48	87	76
40	353	96	106	103	80	69	59	109	96
50	427	116	128	113	99	84	70	133	116
60	499	136	149	123	116	97	81	155	136
70	524	141	156	130	119	101	85	159	141
80	550	146	163	137	127	109	91	166	146
90	580	152	167	145	133	117	97	171	152
99	605	157	172	153	138	121	100	178	157

## LONGSWORD



FEATHER SWORD	WING SWORD	FALLEN ANGEL SWORD
Level 1 10	Level 6 86	Level 12 192
Level 2 16	Level 7 104	Level 13 204
Level 3 27	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 230
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## RUNE AFFINITIES

FIRE	🔥 🔥 🔥 🔥
LIGHTNING	⚡ ⚡ ⚡ ⚡
WATER	💧 💧 💧 💧
WIND	💨 💨 💨 💨
EARTH	🌱 🌱 🌱 🌱

## EQUIPMENT OPTIONS

Head	Medium and Woman
Body	Medium and Woman
Hands	Medium, Woman, and Shield
Feet	Medium and Woman
Other	Medium and Woman

## PROFILE

Ameria is a professional mercenary soldier and bodyguard who was hired by the inhabitants of the island of Razril to protect it after the invading Kooluk were expelled. Although she puts a priority on her swordsmanship, she still always takes the time to put on makeup and be sure she looks good.

## HOW TO RECRUIT

SE047. On the second day after freeing Razril, go to the top of the Spire in the Hall of Knights. She is standing there. Talk to her to get her out of her contract and on board your ship.

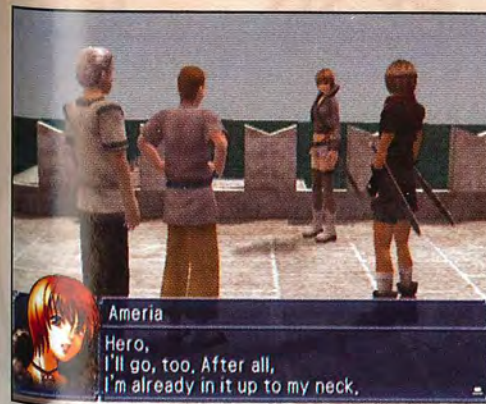
## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

The Venus and Bondage sets both work very well for Ameria. Invest in some other items that increase the chance of countering for her, as well as the obligatory Speed Ring.

## COMBO ATTACKS

Jeane and Kika: "Beauty Attack"



## CHARACTERS

HERO

AMACHI

ALDO

AMERIA

AXEL

BARTHELEMEW

CREMIO

CHARLEMAGNE

CHIEPOO

DARIO

EUGENE

FLARE

FREDRICA

GAU

GRITCHEN

JEANE

JEANET

HERVEY

IZAN

JEANE

JEREMY

JEWEL



# AXEL

## AXEL

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

The son of the Chief of the Island of Na-Nal, Axel is well-regarded by the Na-Nalese despite his frequent absences. He is very strong, and although he seems rude, he has the best interests of his people at heart.

### HOW TO RECRUIT

ME101. You meet him for the first time when you attempt to get Na-Nal into your confederation of islands against Kooluk. He ends up getting jailed by the elves with you, and after the betrayal by Kooluk, his father tells him to go with you. Accept!

### RECRUITED AT LEVEL 28

### EQUIPMENT

Various "Gold" items (not a set, but all similarly named) are a good bet for Axel. Also pick up a Killer Orb for him to increase his critical chance.

### RECOMMENDED COMBO ATTACKS

Izak and Selma: "Giant Sword Attack B"

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	145	78	51	50	61	98	53	59	60
30	165	82	54	52	64	72	57	62	62
40	266	106	69	67	80	90	72	80	77
50	365	129	81	84	99	110	87	98	94
60	468	152	94	100	116	127	101	114	111
70	503	161	99	106	119	131	103	120	118
80	537	171	106	110	127	139	108	124	121
90	572	177	109	117	133	147	113	127	124
99	601	183	116	123	138	151	119	130	131

### BROADSWORD



SWORD	HIGH SWORD	GRAND SWORD
Level 1 20	Level 7 120	Level 13 215
Level 2 30	Level 8 132	Level 14 230
Level 3 45	Level 9 145	Level 15 240
Level 4 60	Level 10 160	Level 16 255
Level 5 75	Level 11 170	
Level 6 90	Level 12 180	

### EQUIPMENT OPTIONS

Head	Man and Medium
Body	Heavy and Medium
Hands	Man and Medium
Feet	Man and Medium
Other	Man and Medium

### RUNE AFFINITIES

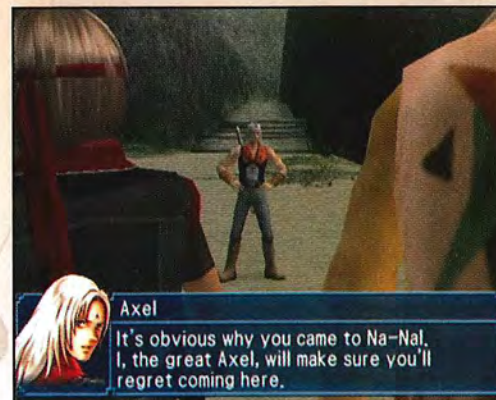
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

### NAVAL BATTLE

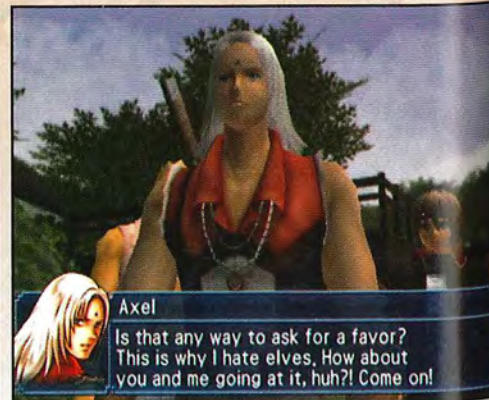
Captain: Gives Mobility 10, Range +1 to ship

Followers brought to Battle: 6

Can participate in a boarding action.



**Axel**  
It's obvious why you came to Na-Nal. I, the great Axel, will make sure you'll regret coming here.



**Axel**  
Is that any way to ask for a favor? This is why I hate elves. How about you and me going at it, huh?! Come on!

# BARTHOLEMMEW

## BARTHOLEMMEW

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	269	97	38	38	56	71	32	23	35
30	206	110	44	44	64	84	36	28	43
40	382	135	55	54	80	105	46	33	53
50	458	161	67	64	99	129	55	40	65
60	532	189	78	75	116	150	64	45	76
70	562	199	84	79	119	158	69	47	85
80	591	209	88	84	127	166	77	50	89
90	617	218	93	91	133	171	82	56	97
99	643	227	97	95	138	177	84	58	103

### SPEAR



BLUE SPEAR	WAVE SPEAR	OCEAN SPEAR
Level 1 18	Level 8 135	Level 13 210
Level 2 25	Level 9 150	Level 14 220
Level 3 40	Level 10 163	Level 15 240
Level 4 56	Level 11 174	Level 16 250
Level 5 75	Level 12 185	
Level 6 80		
Level 7 100		

### RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

### EQUIPMENT OPTIONS

Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man and Medium
Feet	Man and Medium
Other	Man and Medium

### PROFILE

Although he claims to have a bad-luck past, Bartholemew is really just the kind of revolutionary you want to recruit. He attacked a Kooluk ship near Iluya, and now has a 100,000 Potch price on his head! This explains why he's hiding in the Nay-Kobold settlement. With one of the highest Strengths in the game, Bartholemew can be a real asset to your party.

### HOW TO RECRUIT

SE016. Read Issue #1 of Perrault's newspaper that has a section on Bartholemew. Head over to the Nay-Kobold village and talk him into joining.

### RECRUITED AT LEVEL 25

### RECOMMENDED EQUIPMENT

The Master set is a good choice for Bartholemew's clothing slots. Go for a Lightning Amulet in his Other slot, as well as anything to boost his low, low Speed.

### COMBO ATTACKS

Ornan and Reinhold: "Silver Attack"



**Bartholemew**  
Hmmp, very well... If you're willing to take a gamble... I am at your service.



1140 Potch was obtained.  
EXP 999 LVL 99  
EXP 545 LVL 70  
EXP 45 LVL 66  
EXP 537 LVL 25

CHARACTERS

HERO

AKASHI

ALDO

AMERIA

AXEL

BARTHOLEMMEW

CHAMPO

CHARLEMAGNE

CHIEPOO

DARIO

EUGENE

FLARE

FREDRICA

GAU

GRETCHEN

HELGA

HELMUT

HERVEY

IZAK

JEANE

JEREMY

JEWEL

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## CHAMPO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Champo is a Nay-Kobold and Nalkul's companion in crime: a bumbling, tubby, would-be pickpocket. He is easily captivated by shiny objects and is much more soft-hearted than the streetwise Nalkul.

## HOW TO RECRUIT

SE027. Take Chiepool with you to Nay while you still have the Golden Seal. Chiepool expresses a desire to visit the Nay-Kobold Trading Post. Go on over, then leave the village. On the bridge you run into Nalkul and Champo, who steal the Seal from you. Find them again by the warehouse in the village and Champo fumbles the Seal into the warehouse. You get to play an adorable mouse-catching game to get it back. Once you do so, Champo and Nalkul both join.

## RECRUITED AT LEVEL 24

## RECOMMENDED EQUIPMENT

The Goblin and Master sets are both optimal choices for Champo. The Power Ring is also helpful to have.

## COMBO ATTACKS

Chiepool and Nalkul: "Meow Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
24	185	44	72	45	72	45	72	72	43
30	223	51	85	52	84	53	84	87	53
40	289	68	106	67	107	69	105	109	66
50	353	82	128	84	131	84	127	133	78
60	420	98	149	100	153	97	148	155	94
70	447	103	156	106	159	101	158	159	100
80	474	111	163	110	166	109	166	166	103
90	502	117	167	117	171	117	173	171	109
99	527	122	172	123	177	121	179	178	114

## CLAWS



CLAWS		STRONG CLAWS		WONDER CLAWS	
Level 1	10	Level 5	74	Level 10	160
Level 2	20	Level 6	90	Level 11	170
Level 3	35	Level 7	105	Level 12	180
Level 4	50	Level 8	118	Level 13	190
		Level 9	130	Level 14	210
				Level 15	230
				Level 16	250

## EQUIPMENT OPTIONS

Head	Nay-Kobold
Body	Nay-Kobold
Hands	Nay-Kobold
Feet	Nay-Kobold
Other	Nay-Kobold

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



Champo

But... you threw it so suddenly. You can't ever expect me to catch a throw like that.



Champo

Okay, are you ready?

## CHARLEMAGNE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
26	221	68	76	39	49	41	50	36	47
30	251	76	85	44	53	45	57	40	53
40	318	96	106	54	66	56	72	50	66
50	390	116	128	64	78	67	87	60	78
60	459	136	149	75	94	78	101	72	94
70	486	141	156	79	100	84	103	75	100
80	513	156	163	84	104	90	108	83	103
90	539	152	167	91	110	93	113	87	109
99	560	157	172	95	116	100	119	92	114

## LONGSWORD



ETOILE		LUNE		SOLEIL	
Level 1	10	Level 6	86	Level 12	194
Level 2	16	Level 7	104	Level 13	204
Level 3	27	Level 8	120	Level 14	218
Level 4	42	Level 9	136	Level 15	230
Level 5	58	Level 10	149	Level 16	240
		Level 11	162		

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



Charlemagne

So... you wish to form an alliance with this woman, correct?



## PROFILE

Generous and chivalrous, Charlemagne is first encountered with Helga as he offers to settle the damages she inflicted on the Middleport Inn. He ends up getting along well with Reinbach III after they both join. Charlemagne's fencing ability gives him good skill and evasion, making him an excellent member of a boarding party.

## HOW TO RECRUIT

SE037. Talk to him after he agrees to settle Helga's damages, then go to the world map and back twice and talk to him again. He's happy to join.

## RECRUITED AT LEVEL 26

## EQUIPMENT OPTIONS

Head	Nobility
Body	Nobility
Hands	Nobility and Shield
Feet	Nobility
Other	Nobility

## RECOMMENDED EQUIPMENT

The Noble Set is a good choice. Give him a Pearl Necklace as well, since he happens to be able to wear one.

## COMBO ATTACKS

Reinbach: "Love Love Attack"

## CHARACTERS

HERO

WARRIOR

ALDO

AMERIA

AXEL

BARTHELEMY

CHAMPO

CHARLEMAGNE

CHIEPOOL

DARD

EUGENE

FLARE

FREDICA

GAIL

GERTHEN

HELGA

HELMUT

HERVEY

JAZZ

JEANE

JEREMY

JEWEL



## CHIEPOO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Originally from the Nay-Kobold settlement, this young cat-creature ran away from home to become a merchant. His fellow Nay-Kobolds now use dire threats to keep their children from following his example. He likes food and sometimes focuses on it to the exclusion of more important tasks. Chiepool deals massive damage early on, making him a good lower-level party member.

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
5	34	9	15	13	17	9	10	18	20
10	68	18	31	26	34	18	20	37	40
20	141	35	63	49	68	38	40	73	82
30	204	53	85	64	93	53	57	100	107
40	265	71	106	81	119	69	72	122	134
50	324	89	128	100	142	84	87	148	157
60	381	108	149	118	165	97	101	173	182
70	409	124	156	123	174	101	103	183	192
80	439	142	163	129	181	109	108	192	202
90	473	161	167	135	188	117	113	201	212
99	499	178	172	140	196	121	119	206	220

## CLAWS



## HOW TO RECRUIT

ME028. You meet him first on the docks in Razril, and when you are exiled he stows away on your boat.

## RECRUITED AT LEVEL 5

## RECOMMENDED EQUIPMENT

The Goblin and Master sets both serve Chiepool well. He is remarkably well-balanced as far as stats are concerned, and any Other slot items are fine for him.

## COMBO ATTACKS

Champo and Nalkul: "Meow Attack"

## EQUIPMENT OPTIONS

Head	Nay-Kobold
Body	Nay-Kobold
Hands	Nay-Kobold
Feet	Nay-Kobold
Other	Nay-Kobold

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 6  
Can participate in a boarding action.  
Rune Cannon: 16 Fire, 16 Lightning



Chiepool

Oh! Hey, hey, Mr. Knights!



## DARIO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
22	247	82	35	42	35	57	57	26	32
30	306	103	44	52	44	72	73	34	43
40	382	125	55	67	55	90	92	43	53
50	458	150	67	84	66	110	111	51	65
60	532	177	78	100	78	127	131	60	76
70	562	185	84	106	85	131	136	66	85
80	591	194	88	110	92	139	142	73	89
90	617	200	93	117	99	147	148	77	97
99	643	209	97	123	103	151	155	83	103

## AXE



WOOD SPLITTER		EARTH SPLITTER		IRON SPLITTER	
Level 1	20	Level 6	100	Level 12	200
Level 2	30	Level 7	115	Level 13	212
Level 3	45	Level 8	130	Level 14	228
Level 4	60	Level 9	140	Level 15	240
Level 5	70	Level 10	155	Level 16	255
		Level 11	170		

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man, Medium, and Shield
Feet	Man and Medium
Other	Man and Medium

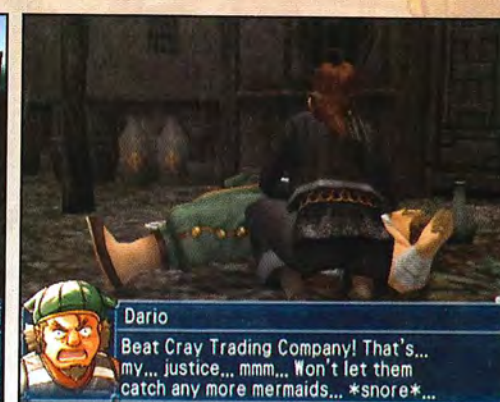
## NAVAL BATTLE

Captain: Gives Mobility 15, Hull +10 to ship  
Followers brought to Battle: 15  
Can participate in a boarding action.



Dario

Arr... They were more fun to play with than I'd imagined.



Dario

Beat Cray Trading Company! That's... my... justice... mmm... Won't let them catch any more mermaids... \*snore\*...

## PROFILE

One of Kika's followers, Captain Dario has his own ship but sails under her flag. He has a son, Nalleo, who sails with him and helps man their ship's Rune Cannons. Dario's pet peeve is the mermaid trade, and ruthlessly attacks anyone he suspects of capturing mermaids or selling their skins.

## HOW TO RECRUIT

ME077. He joins at Pirate's Nest with Kika, Sigurd, Hervey, and Nalleo after you all decide to work together.

## RECRUITED AT LEVEL 22

## RECOMMENDED EQUIPMENT

Get Dario the Diamond set, and you won't be sorry. Additionally, go for a Lightning Amulet and some Skill boosts.

## COMBO ATTACKS

Gau: "Berserker Attack"

## CHARACTERS

HERO

AKASHI

ALDO

AMERIA

ANAL

BARTHOLOMEW

CHAMPO

CHARLEMAGNE

CHIEPOO

DARIO

EUGENE

FLARE

FREDRICA

GAU

GRITCHEN

HELGA

HELMUT

HERVEY

JZAK

JEANE

JEREMY

JEWEL



## EUGENE

## EUGENE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

One hears of reluctant heroes, but Eugene is more so than most. His mother pushes him at you, claiming she only wants him to become a big and strong warrior. Of course, according to him, she tried to give him to the Na-Nal chief as well. Still, he bravely joins you—if only to escape his mother's nagging.

## HOW TO RECRUIT

SE039. After the Na-Nal event, go to the Inn. His domineering mother will make him join you.

## RECRUITED AT LEVEL 18

## SPECIAL ABILITIES

Possesses the Firefly Rune, which makes him a target more often; as in, expect him to get hit 80-99% of the time.

## RECOMMENDED EQUIPMENT

All that matters for Eugene is Evasion. Defense is good too, but focus on items which give him a high Evasion so the rest of your party can kill the monsters which are leaving them alone. The Sunbeam Rune is good too.

## COMBO ATTACKS

Lino and Rachel: "Spear Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
18	55	35	47	48	35	45	43	21	16
20	62	38	52	53	38	50	48	24	18
30	165	51	72	71	56	72	64	34	23
40	266	68	92	90	74	95	83	43	28
50	365	82	111	110	93	118	99	51	34
60	468	98	129	130	110	141	113	60	40
70	503	103	134	138	130	161	118	66	42
80	537	111	142	145	149	180	122	73	46
90	572	117	148	152	167	199	128	77	53
99	601	122	154	157	185	215	132	83	57

## SPEAR



HEIRLOOM SPEAR	GREAT SPEAR	SUPREME SPEAR
Level 1 18	Level 8 135	Level 13 210
Level 2 25	Level 9 150	Level 14 220
Level 3 40	Level 10 163	Level 15 240
Level 4 56	Level 11 174	Level 16 250
Level 5 75	Level 12 185	
Level 6 80		
Level 7 100		

## EQUIPMENT OPTIONS

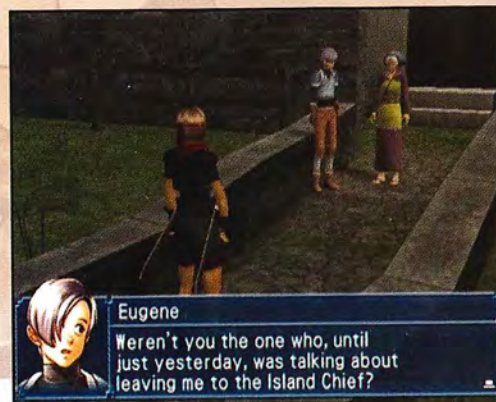
Head	Man
Body	Man
Hands	Man
Feet	Man
Other	Man

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

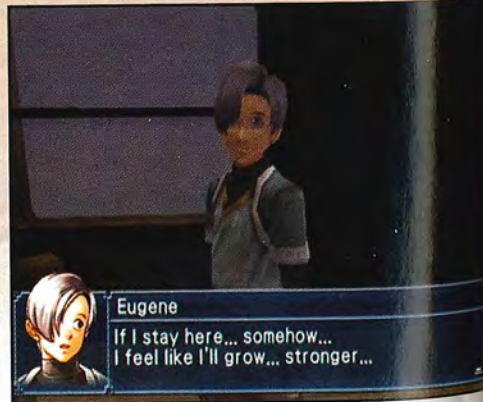
## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 10 Fire



Eugene

Weren't you the one who, until just yesterday, was talking about leaving me to the Island Chief?



Eugene

If I stay here... somehow... I feel like I'll grow... stronger...

## FLARE

## FLARE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

The plucky princess of Obel is the daughter of Lino En Kuldies. Believing that someone of the royal line must be with the people, she chooses to stay in Obel and lead the resistance when the Kooluk attack. Not only does she stay alive, but manages to take over a Kooluk ship to aid you when you return!

## HOW TO RECRUIT

ME113. She joins you briefly in Obel when the Kooluk attack, then rejoins you with no effort on your part after you free that island.

## RECRUITED AT LEVEL 26

## RECOMMENDED EQUIPMENT

The Venus set is good for Flare, but surprisingly so is the Goblin set. Flare also benefits from accuracy increases.

## COMBO ATTACKS

Lino En Kuldies: "Family Attack"

Aldo and Ted: "Barrage Attack (1)"

Lo Hak and Ted: "Barrage Attack (2)"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
26	178	46	86	64	76	41	65	88	69
30	204	51	96	71	84	45	73	100	77
40	265	68	120	90	107	56	92	122	97
50	324	82	142	110	131	67	111	148	117
60	381	98	166	130	153	78	131	173	136
70	409	103	176	138	159	84	136	183	142
80	439	111	183	145	166	90	142	192	147
90	473	117	191	152	171	93	148	201	152
99	499	122	198	157	177	100	155	205	158

## BOW



HATHOR	HEKET	ISIS
Level 1 20	Level 5 85	Level 11 180
Level 2 35	Level 6 99	Level 12 192
Level 3 46	Level 7 114	Level 13 204
Level 4 60	Level 8 130	Level 14 220
	Level 9 144	Level 15 234
	Level 10 158	Level 16 245

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light, Magical, and Woman
Body	Light, Magical, and Woman
Hands	Light, Magical, and Woman
Feet	Light, Magical, and Woman
Other	Light, Magical, and Woman

## NAVAL BATTLE

Followers brought to Battle: 20  
Can participate in a boarding action.  
Rune Cannon: 20 Wind



Flare

Yes...You're right. Do you suppose this is fate rearing its head?



Flare

Thank you... Come, my people of Obel! Now is the time for us to stand together as one!

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

CHARACTERS

HERO

AKAGHI

ALDO

AMERICA

AMBI

BARTHELEMY

CHAMPS

CHARLEMAINE

CHIRPOT

DARIO

EUGENE

FLARE

FREDRICK

GAIL

GRITCHEN

HELGA

HERMUT

HERVEY

JEAN

JEANE

JEREMY

JEWEL



# FREDRICA

## FREDRICA

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

### PROFILE

This driven archer is in Razril investigating a mystery. Specifically, she is trying to discover information on the "Vanished Village," a missing town on the border of Kooluk and Scarlet Moon. She suspects that Graham "Merchant of Death" Cray may be behind it, so she's willing to join your fight against him and the Kooluk in order to hopefully learn more.

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	171	61	62	62	47	40	41	85	67
30	204	69	72	71	56	45	48	100	77
40	265	83	92	90	74	56	59	122	97
50	324	101	111	110	93	67	70	148	117
60	381	117	129	130	110	78	81	173	136
70	409	123	134	138	130	84	85	183	142
80	439	127	142	145	149	90	91	192	147
90	473	135	148	152	167	93	97	201	152
99	499	142	154	157	185	100	100	205	158

### BOW



BONE BOW	SNAKE BONE BOW	DRAGON BONE BOW
Level 1 20	Level 5 85	Level 11 180
Level 2 35	Level 6 99	Level 12 192
Level 3 46	Level 7 114	Level 13 204
Level 4 60	Level 8 130	Level 14 220
	Level 9 144	Level 15 234
	Level 10 158	Level 16 245

### EQUIPMENT OPTIONS

Head	Light, Magical, and Woman
Body	Light, Magical, and Woman
Hands	Light, Magical, and Woman
Feet	Light, Magical, and Woman
Other	Light, Magical, and Woman

### RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

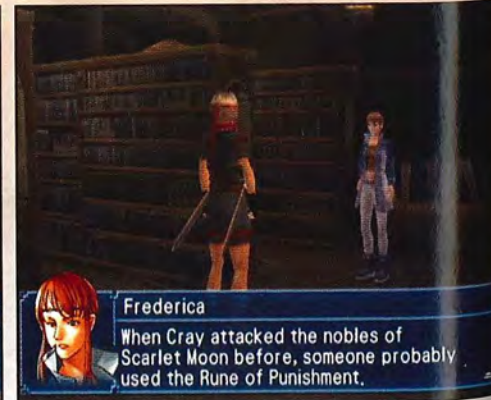
### RECOMMENDED EQUIPMENT

Equip her with the Venus set, and load her up with Defense and Magic Defense increases.

### COMBO ATTACKS

Aldo and Ted: "Barrage Attack (3)"

Lo Hak and Ted: "Barrage Attack (4)"



# GAU

## GAU

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	301	97	47	17	38	84	21	66	35
30	340	110	54	20	44	97	26	81	43
40	423	135	69	29	55	122	34	103	53
50	507	161	81	37	66	145	42	127	65
60	587	181	94	42	78	169	49	151	76
70	620	199	99	46	85	179	53	171	85
80	650	209	106	54	92	189	57	190	89
90	677	218	109	58	99	196	63	210	97
99	706	227	116	62	103	204	66	228	103

### FISTS



FIST	HARD FIST	STEEL FIST
Level 1 10	Level 5 74	Level 10 160
Level 2 20	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

### RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

### EQUIPMENT OPTIONS

Head	Man
Body	Man
Hands	Man
Feet	Man
Other	Man

### PROFILE

With his Demon Wolf headdress and bare-knuckles fighting style, Gau is easily the most monstrous of all the characters. He lived his entire life alone in nature until his encounter with the Hero. When you beat him in a fight, his respect for your strength is such that he decides to join. Gau is one of the best fighting characters in the game due to his incredibly high HP and Strength. Since he also has exceptional Speed, there's really no reason to leave him out of the main party.

### HOW TO RECRUIT

SE026. Return to Hermitage Island after recruiting Elenor, and he and his Demon Wolves assault you in the Forest. Beat him, and he joins.

### RECRUITED AT LEVEL 25

### RECOMMENDED EQUIPMENT

The Ogre and Goblin sets are well-suited to Gau, as is the Magic Canceller. The Double-Strike Rune is also a great choice, since he has so many HP that he won't notice a little extra damage. Your enemies, on the other hand, will notice him doing double his already high amount.

### COMBO ATTACKS

Dario: "Berserker Attack"



### CHARACTERS

HERO

ANAGHI

ALDO

AMERIA

AMEL

BARTHOLOMEW

CHAMPO

CHARLEMAGNE

CHIEPOO

DARIO

EUGENE

FLARE

FREDRICA

GAU

GRETCHEN

HELGA

HELMUT

HERVEY

LEAK

LEANE

LOHAK

LOREL



## GRETCHEN

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

A dedicated fighter, Gretchen comes from the mountains originally. She spent a long time alone there perfecting her swordsmanship before coming to Razril. Together with Millay and Helga, she has made it her duty to guard you while you're on board your HQ.

## HOW TO RECRUIT

SE046. On the second day after the liberation of Razril, Gretchen is waiting outside the Armor Shop. She begs you to let her join if you talk to her.

## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

Get either the Warrior or Diamond set for Miss Gretchen—it's worth your while. She's pretty well-balanced otherwise, so her Other slot items should be dictated by the role you need her to fill in your party.

## COMBO ATTACKS

Jeane and Kika: "Allure Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	191	72	55	55	48	71	48	55	45
30	223	82	64	64	53	84	57	62	53
40	289	106	82	81	66	105	72	80	66
50	353	129	101	100	78	129	87	98	78
60	420	152	120	118	94	150	101	114	94
70	447	161	126	123	100	158	103	120	100
80	474	171	131	129	104	166	108	124	103
90	502	177	138	135	110	171	113	127	109
99	527	183	142	140	116	177	119	130	114

## LONGSWORD



LONG SWORD	WAR SWORD	NIGHT SWORD
Level 1 10	Level 6 86	Level 12 192
Level 2 16	Level 7 104	Level 13 204
Level 3 27	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 230
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## EQUIPMENT OPTIONS

Head	Medium and Woman
Body	Medium and Woman
Hands	Medium, Shield, and Woman
Feet	Medium and Woman
Other	Medium and Woman

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 6  
Can participate in a boarding action.



Gretchen

Then I shall go on ahead.



Gretchen

Sir Hero,  
I am always prepared  
to fight!

## HELGA

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	214	97	47	38	38	63	41	29	67
30	251	110	54	44	44	72	48	34	77
40	318	135	69	54	55	90	59	43	97
50	390	161	81	64	66	110	70	51	117
60	459	189	94	75	78	127	81	60	136
70	486	199	99	79	85	131	85	66	142
80	513	209	106	84	92	139	91	73	147
90	539	218	109	91	99	147	97	77	152
99	560	227	116	95	103	151	100	83	158

## TWIN AXES



DOUBLE AXE	DOUBLE BATTLEAXE	DOUBLE GREATAXE
Level 1 20	Level 6 100	Level 12 200
Level 2 35	Level 7 115	Level 13 212
Level 3 45	Level 8 130	Level 14 228
Level 4 60	Level 9 140	Level 15 240
Level 5 70	Level 10 155	Level 16 255
	Level 11 170	

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Medium and Woman
Body	Heavy, Medium, and Woman
Hands	Medium and Woman
Feet	Medium and Woman
Other	Medium and Woman

## PROFILE

This axe-wielding Amazon is renowned the sea over for her prodigious feats of strength—and short temper. She wrecked the Inn in Middleport all by herself, incurring a huge debt. Sometimes sarcastic, she is nonetheless aware of her debt to you (and Charlemagne) for dealing with this mess, and she reluctantly agrees to join.

## HOW TO RECRUIT

SE036. You find out about her in Nay after the Middleport event. Return to Middleport and discuss her problem with her and the innkeeper. When Charlemagne agrees to pay her damages, she has no choice but to join.

## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

The Master set is good for Helga. She has good stats in everything but Magic (which she doesn't need) and Speed (which she does), so throw a Speed Ring her way.

## COMBO ATTACKS

Karl: "Physical Attack"



Helga

What did you just say?  
You're a rude one, aren't you?  
I oughtta punch your lights out!!



Helga

There aren't as many people  
as I thought there'd be...

## CHARACTERS

HERO

AKAGI

AUDIO

AMERIA

AXEL

BARTHELEMY

CLAUDE

CHARLEMAGNE

CHIEPOO

DARIO

EUGENE

FALKE

FREDICA

GAU

GRETCHEN

HELGA

HELMUT

HERMIE

JEAN

JEANE

JEREMY

JEWEL



## HELMUT

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

One of the Koaluk captains of the fleet in charge of keeping Razril occupied, Helmut is only reluctantly under Cray's orders. This reluctance to invade Razril leads to his ship defecting to your side during the naval engagement. Like a true commander, he begs you to do what you will with him, so long as you set his men free.

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
31	288	78	111	94	45	55	49	78	44
40	353	96	134	103	55	69	59	96	53
50	427	116	158	113	66	84	70	116	65
60	499	136	183	123	78	97	81	135	76
70	524	141	193	130	85	101	85	138	85
80	550	146	203	137	92	109	91	145	89
90	580	152	212	145	99	117	97	150	97
99	605	157	221	153	103	121	100	155	103

## LONGSWORD



## HOW TO RECRUIT

ME07. After the battle for Razril, he speaks to you from his ship, and you can invite him to join.

## RECRUITED AT LEVEL 31

OFFICER'S SWORD	OFFICER'S SWORD +	OFFICER'S SWORD ++
Level 1 10	Level 6 86	Level 12 192
Level 2 16	Level 7 104	Level 13 204
Level 3 27	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 230
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## EQUIPMENT OPTIONS

Head	Medium and Nobility
Body	Medium and Nobility
Hands	Medium, Nobility, and Shield
Feet	Medium and Nobility
Other	Medium and Nobility

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Captain: Gives Mobility 10, Hull +10 to ship  
Followers brought to Battle: 20  
Can participate in a boarding action.

## COMBO ATTACKS

Hervey and Sigurd: "Adonis Attack"



???

Hurry up and quiet them down!  
If we let them get out of hand,  
they'll turn against us next!

Helmut  
Father...

## HERVEY

## HERVEY

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
26	251	92	57	39	76	57	50	88	69
30	281	103	64	49	84	62	53	100	77
40	353	125	82	54	107	80	69	122	97
50	427	150	101	64	131	97	84	148	117
60	499	177	120	75	153	114	97	173	136
70	524	185	126	79	159	119	101	183	142
80	550	194	131	84	166	126	109	192	147
90	580	200	138	91	171	132	117	201	152
99	605	209	142	95	177	135	121	206	158

## LONGSWORD



## PROFILE

Hervey is Kika's right-hand man on the Grishend, and Sigurd's best friend. His devotion to Kika is strong, leaving him with misgivings about his separation from her ship for the operations against Koaluk. He is a daredevil, but considers himself to be a simple man.

## HOW TO RECRUIT

ME077. Joins at Pirate's Nest with the others after you decide to work against Koaluk together.

## RECRUITED AT LEVEL 26

BROAD SWORD	BRONZE SWORD	BLOOD SWORD
Level 1 —	Level 6 86	Level 12 194
Level 2 —	Level 7 104	Level 13 204
Level 3 —	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 230
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Medium
Body	Medium
Hands	Medium and Shield
Feet	Medium
Other	Medium

## RECOMMENDED EQUIPMENT

Get him the set that is forever: the Diamond set.

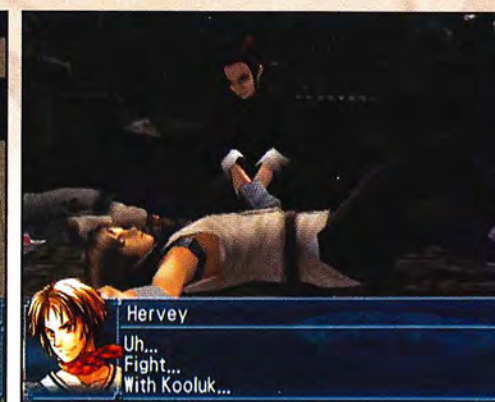
## NAVAL BATTLE

Captain: Gives Mobility 10, Range +1 to ship  
Followers brought to Battle: 10  
Can participate in a boarding action.  
Rune Cannon: 12 Fire

## COMBO ATTACKS

Sigurd: "Pirate Attack"

Helmut and Sigurd: "Adonis Attack"

Hervey  
Sir Hero, we'll come, too.Hervey  
Uh...  
Fight...  
With Koaluk...

## CHARACTERS

HERO

AKAGI

ARDO

AMERIA

AXEL

BARTHOLEMEW

CHAMPO

CHARLEMAGNE

CHEROO

DARIO

EUGENE

FLARE

FREDICA

GAU

GRISCHEN

HELGA

HELMUT

HERVEY

IZAK

ISANE

JEREMY

JEWEL



## IZAK

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

A native of Iluya, Izak is one of the few survivors of the devastating attack by Koaluk. Despite his rugged appearance and martial air, Izak loves flowers and looks forward to the day when his home will bloom again.

## HOW TO RECRUIT

SE017. After the island of Iluya is destroyed, look for Izak in the center of the former town square. He asks you to bring him some Flower Seeds (pick them up at the Middleport Trading Post). Bring them back to him, and he joins.

## RECRUITED AT LEVEL 28

## RECOMMENDED EQUIPMENT

The Warrior or Goblin set are both good choices for Izak. He's a bit slow, so make sure to look for speed in his Other slot items.

## COMBO ATTACKS

Axel and Selma: "Giant Sword Attack B"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	267	115	42	41	51	79	45	38	60
30	281	118	44	44	53	84	48	40	62
40	353	131	55	54	66	105	59	50	77
50	427	146	67	64	78	129	70	60	94
60	499	160	78	75	94	150	81	72	111
70	524	167	84	79	100	158	85	75	118
80	550	175	88	84	104	166	91	83	121
90	580	182	93	91	110	171	97	87	124
99	605	190	97	95	116	177	100	92	131

## BROADSWORD



ANCIENT SWORD	SWORD OF PASSION	SWORD OF PURGING
Level 1 20	Level 7 120	Level 13 215
Level 2 30	Level 8 132	Level 14 230
Level 3 45	Level 9 145	Level 15 240
Level 4 60	Level 10 160	Level 16 255
Level 5 75	Level 11 170	
Level 6 90	Level 12 180	

## EQUIPMENT OPTIONS

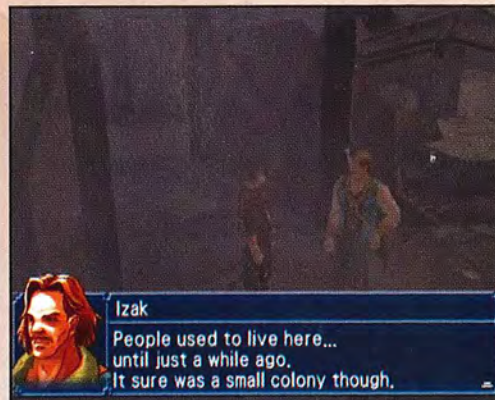
Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man and Medium
Feet	Man and Medium
Other	Man and Medium

## RUNE AFFINITIES

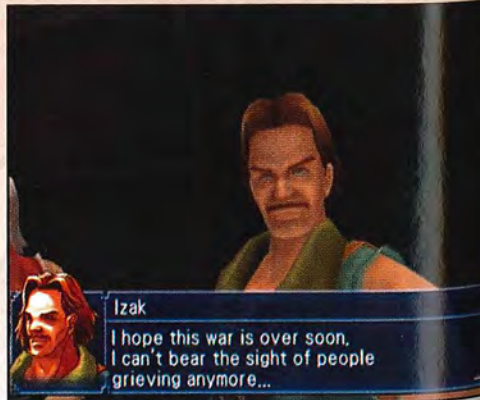
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 4 Lightning



Izak  
People used to live here... until just a while ago. It sure was a small colony though.



Izak  
I hope this war is over soon. I can't bear the sight of people grieving anymore...

## JEANE

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
20	121	30	73	81	32	26	83	30	45
30	180	41	96	107	44	35	110	40	62
40	236	52	120	133	55	45	136	50	77
50	294	64	142	160	66	55	162	60	94
60	347	74	166	188	78	64	190	72	111
70	373	79	176	198	85	65	200	75	118
80	401	86	183	207	92	70	210	83	121
90	429	94	191	217	99	77	219	87	124
99	454	98	198	226	103	82	228	92	131

## STAFF



ROD	SILVER ROD	CRYSTAL ROD
Level 1 5	Level 6 50	Level 12 130
Level 2 10	Level 7 70	Level 13 160
Level 3 18	Level 8 80	Level 14 170
Level 4 26	Level 9 95	Level 15 185
Level 5 38	Level 10 105	Level 16 200
	Level 11 120	

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Magical and Woman
Body	Magical and Woman
Hands	Magical and Woman
Feet	Magical and Woman
Other	Magical and Woman

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 40 Fire, 60 Lightning



Jeane  
\*seductive laugh\* Welcome...



Jeane  
\*seductive laugh\* Welcome...

## PROFILE

Jeane is the beautiful and talented Rune Master of Na-Nal that everyone has a crush on. However, when they finally get to meet her, most of them are too embarrassed to even say anything! She is very much missed when she leaves the island to join your crew. She is one of the three best Rune Casters in the game, and she is also an amusing and fun character to have in your party.

## HOW TO RECRUIT

SE014. After escaping Obel, go to Na-Nal and talk to the people in town to hear some rumors about the lovely Rune Master. Then go to the Rune Shop and ask to meet her! When you talk to her she is happy to join.

## RECRUITED AT LEVEL 20

## SPECIAL ABILITIES

She comes with the Charm Rune, which sometimes make an enemy block a strike meant for her made by another enemy.

## EXTRA FUNCTION

She runs the Rune Shop on Deck 3 when she's not shocking your enemies. Or setting them on fire. Or whatever.

## RECOMMENDED EQUIPMENT

The Goddess Robe is a great item for Jeane. Look into Speed boosts as always with Rune casters, and consider some extra Evasion as well for when her Charm Rune doesn't work.

## COMBO ATTACKS

America and Kika: "Beauty Attack"

Gretchen and Kika: "Allure Attack"

## CHARACTERS

HERO

ARCH

ALDO

AMERICA

BAR

BARTHELEMY

CAMILLO

CHRISTOPHER

CHOPPO

DARIO

EUGENE

FLARE

FREDRICK

GAIL

GRETCHEN

HUGO

JEANE

JEREMY

IZAK

JEANE

JEREMY

JEWEL



## JEREMY

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

Although Jeremy looks young, he is actually almost 30 years old. He has mastered the Flowing Strike Sword technique after long years of study—which doesn't stop him from falling prey to Mitsuba and Reinhold's scheme! He has more HP than almost anyone else in the game, so he can be a real asset to your party.

## HOW TO RECRUIT

SE042. Visit the Na-Nal Town Square with Mitsuba in your party and talk to him.

## RECRUITED AT LEVEL 25

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	269	72	62	30	56	63	41	66	55
30	306	82	72	34	64	72	48	76	62
40	382	106	92	44	80	90	59	96	77
50	458	129	111	52	99	110	70	116	94
60	532	152	129	62	116	127	81	135	111
70	562	161	134	67	119	131	85	138	118
80	591	171	142	75	127	139	91	145	121
90	617	177	148	81	133	147	97	150	124
99	643	183	154	84	138	151	100	155	131

## LONGSWORD



LUCKY BLADE	MIRACLE BLADE	MARVELOUS BLADE
Level 1 10	Level 6 86	Level 12 192
Level 2 16	Level 7 104	Level 13 204
Level 3 27	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 235
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## RECOMMENDED EQUIPMENT

The Diamond set is one that works well for Jeremy. Get him some more MDF as well, since he is fairly low in that stat.

## EQUIPMENT OPTIONS

Head	Medium
Body	Medium
Hands	Medium and Shield
Feet	Medium
Other	Medium

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## COMBO ATTACKS

Travis and Trishtan: "Reverse Adonis Attack"

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



## JEWEL

## JEWEL

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
1	8	3	2	2	3	2	3	3	2
10	90	28	26	19	32	18	24	32	22
20	178	56	52	39	64	38	48	64	46
30	251	76	72	52	84	53	64	87	62
40	318	96	92	67	107	69	83	109	77
50	390	116	111	84	131	84	99	133	94
60	459	136	129	100	153	97	113	155	111
70	486	141	134	106	159	101	118	159	118
80	513	156	142	110	166	109	122	166	121
90	539	152	148	117	171	117	128	171	124
99	560	157	154	123	177	121	132	178	131

## LONGSWORD



STEEL SWORD	WHITE SWORD	SHIMMERING SWORD
Level 1 10	Level 6 86	Level 12 194
Level 2 16	Level 7 104	Level 13 204
Level 3 27	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 230
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Medium and Woman
Body	Medium and Woman
Hands	Medium, Shield, and Woman
Feet	Medium and Woman
Other	Medium and Woman

## PROFILE

Jewel, like Axel, was born on Na-Nal island. She's always upbeat and cheerful; a good counterpart to the Hero's solemn reticence. A fellow Gaien Knight trainee, Jewel longs for peace to return to her adopted home. Meanwhile, she unflinchingly accompanies her friends on their journey.

## HOW TO RECRUIT

ME009 or ME108. Pick Jewel to accompany you after the kindling ceremony in Razril, or when you return to free the island she rejoins then.

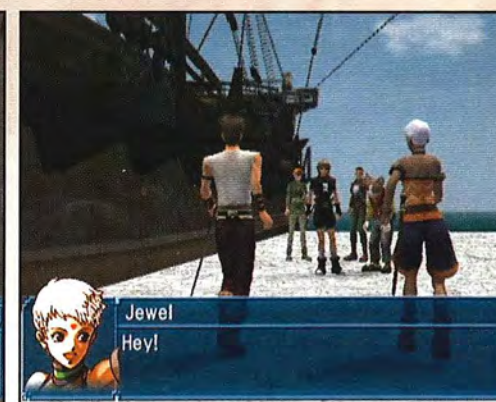
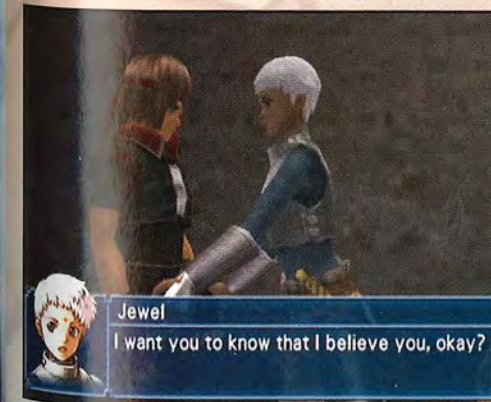
## RECRUITED AT LEVEL 1

## RECOMMENDED EQUIPMENT

The Diamond set works well for Jewel. She is a very balanced character in terms of her stats, so pick Other items for her based on the role you wish her to play.

## COMBO ATTACKS

Keneth, Tal, and Paula: "Knight Attack"



## CHARACTERS

HERO

ARACH

ALDO

AMENA

AXEL

BARTHOLOMEW

CHAMPO

CHARLEMAGNE

CHIEPOO

DARIO

EUGENE

FLARE

FREDRICA

GAU

GRETCHEN

HELGA

HELMUT

HERVEY

IZAK

JEANE

JEREMY

JEWEL



## KARL

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This tattooed martial artist is obsessed with training in order to reach the height of physical perfection. Due to his drive, he never smiles and spends all of his free time honing his skill. He is very strong, with high Defense, making him a great rock on which to base your party.

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	267	115	51	41	51	106	45	53	34
30	281	118	54	44	53	111	48	57	36
40	353	131	69	54	66	140	59	76	42
50	427	146	81	64	78	166	70	94	52
60	499	160	94	75	94	191	81	111	61
70	524	167	99	79	100	201	85	127	66
80	550	175	106	84	104	211	91	146	68
90	580	182	109	91	110	221	97	165	73
99	605	190	116	95	116	230	100	183	78

## FISTS



IRON FISTS	IRON-MAN'S FIST	IRON-GOD'S FIST
Level 1 10	Level 5 74	Level 10 160
Level 2 20	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

## HOW TO RECRUIT

SE048. After freeing Razril and getting 70 Stars of Destiny, hit the ruined courtyard in the back streets of Razril and talk to him.

RECRUITED AT LEVEL 28

## RECOMMENDED EQUIPMENT

The Ogre set is perfect for this brute of a man. Look into items to boost his MDF, since it never gets too high.

## EQUIPMENT OPTIONS

Head	Man
Body	Man
Hands	Man
Feet	Man
Other	Man

## RUNE AFFINITIES

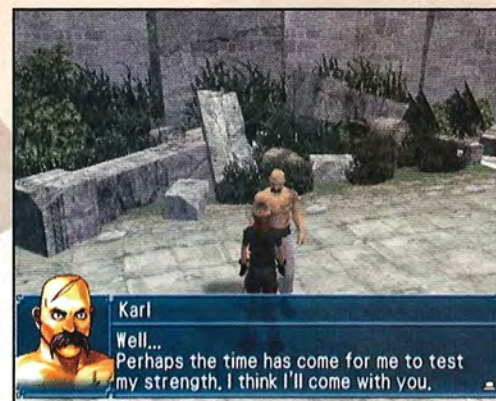
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.

## COMBO ATTACKS

Helga: "Physical Attack"



## KATARINA

## KATARINA

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
10	59	19	24	30	28	12	31	19	13
20	121	38	47	62	55	26	63	38	26
30	180	51	64	82	75	35	84	53	36
40	236	68	82	102	95	45	105	70	42
50	294	82	101	125	114	55	127	84	52
60	347	98	120	148	133	64	148	100	61
70	373	103	126	158	141	65	158	107	66
80	401	111	136	165	148	70	166	112	68
90	429	117	138	169	155	77	173	118	73
99	454	122	142	175	160	82	179	120	78

## PROFILE

Commander Glen's second-in-command and Konrad's protégée, Katarina is a well-connected and competent woman. Until she washes ashore at Pirate's Nest, a victim of Kooluk treachery, Katarina was in charge of training prospective Knights of Gaen. One day soon she hopes to resume this task.

## HOW TO RECRUIT

SE025. She joins you briefly on Gaen to fight against Brandeau's men, but you won't see her again until you find her at Pirate's Nest. Once you have at least 30 Stars of Destiny, talk to her in Kika's room and she joins.

RECRUITED AT LEVEL 10

## STAFF



NAGANARA	E NAGANARA	KAL E NAGANARA
Level 1 5	Level 6 50	Level 12 130
Level 2 10	Level 7 70	Level 13 160
Level 3 18	Level 8 80	Level 14 170
Level 4 26	Level 9 95	Level 15 185
Level 5 38	Level 10 105	Level 16 200
	Level 11 120	

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Magical and Woman
Body	Magical and Woman
Hands	Magical and Woman
Feet	Magical and Woman
Other	Magical and Woman

## RECOMMENDED EQUIPMENT

The Magic set is a good one for Katarina, considering that's what she's best at. Pick up a Fire Amulet for her, and give her at least one Speed Ring since speed is essential for Rune casters.

## COMBO ATTACKS

Konrad: "Sorcerer Attack"



CHARACTERS

KARL

KATARINA

KATE

KENETH

KIRA

KONRAD

LINO ENVIDES

LO FONG

LO HAK

LO SENG

MAXINE

MILAY

MITSUBA

MIZUMI

NAKUL

ORIAN

PABLO

PAULA

RACHEL

REINHOLD III

REINHOLD

RITA



## KATE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This deadly and beautiful assassin is mentor to Mizuki, who is part of the same organization. Kate was hired by the Kooluk to scout Ilyya, but was not informed of their plans to blow it up. Ever pragmatic, she understands that to be a breach of contract, and feels free to join you. She promises not to return to the Kooluk if things go badly, but simply to vanish. How comforting.

## HOW TO RECRUIT

SE017. Take Mizuki with you when you explore ruined Ilyya—Kate is hiding in the old town square, and agrees to join when you talk to her.

## RECRUITED AT LEVEL 30

## RECOMMENDED EQUIPMENT

Kate's plenty speedy, but she lacks strength, so focus on getting her items to boost her strength. Also consider the Killer Rune to give her a better chance of getting a critical.

## COMBO ATTACKS

Akaghi and Mizuki: "True Ninja Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
30	223	51	72	82	111	62	57	110	62
40	289	68	92	102	125	80	72	124	77
50	353	82	111	125	137	97	87	141	94
60	420	98	129	148	150	114	101	157	111
70	427	103	134	158	159	119	103	165	118
80	474	111	142	165	166	126	108	172	121
90	502	117	148	169	172	132	113	182	124
99	527	122	154	175	180	135	119	187	131

## SHURIKEN



BLACK FLOWER		RED FLOWER		DEATH FLOWER	
Level 1	20	Level 5	85	Level 11	180
Level 2	35	Level 6	99	Level 12	192
Level 3	46	Level 7	114	Level 13	204
Level 4	60	Level 8	130	Level 14	220
		Level 9	140	Level 15	234
		Level 10	158	Level 16	245

## EQUIPMENT OPTIONS

Head	Light and Woman
Body	Light and Woman
Hands	Light and Woman
Feet	Light and Woman
Other	Light and Woman

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 20 Earth



Kate  
What's this? You guys were working for the Cray Trading Company?



Kate  
I wonder what will happen to everyone from here on out... I'm curious... Hehehe...

## KENETH

## KENETH

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
1	8	3	4	3	3	2	3	3	2
10	80	27	35	26	28	23	24	29	18
20	159	52	73	49	55	46	48	56	38
30	223	69	96	64	75	62	64	76	53
40	289	83	120	81	95	80	83	96	66
50	353	101	142	100	114	97	99	116	78
60	420	117	166	118	133	114	113	135	94
70	427	123	176	123	141	119	118	138	100
80	474	127	183	129	148	126	122	145	103
90	502	135	191	135	155	132	128	150	109
99	527	142	198	140	160	135	132	155	114

## LONGSWORD



THREE-STAR SWORD		FOUR-STAR SWORD		SEVEN-STAR SWORD	
Level 1	10	Level 6	86	Level 12	192
Level 2	16	Level 7	104	Level 13	204
Level 3	27	Level 8	120	Level 14	220
Level 4	42	Level 9	136	Level 15	230
Level 5	58	Level 10	149	Level 16	240
		Level 11	162		

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Medium
Body	Medium
Hands	Medium and Shield
Feet	Medium
Other	Gird and Medium

## PROFILE

A fellow Gaien Knight trainee, Keneth has always been one of the Hero's best friends. A strong supporter, he acts as an adjutant when he accompanies you. If you flee without Keneth, then he helps protect the people of Razril in your absence.

## HOW TO RECRUIT

ME009 or ME108. You can pick Keneth to accompany you after the kindling ceremony on Razril, or when you return to free the island you will be reunited.

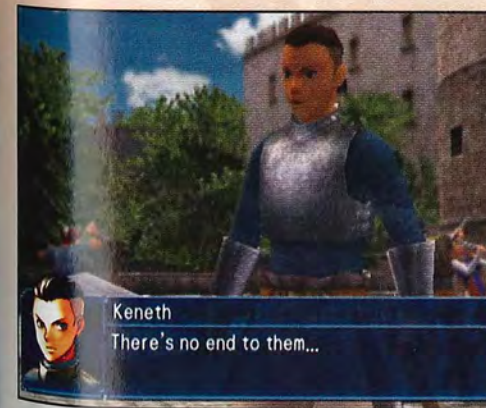
## RECRUITED AT LEVEL 1

## RECOMMENDED EQUIPMENT

Don't think how Keneth must feel about having "Girl-type" for his Other slot, and load him up with fancy jewelry like the Pearl Necklace and Pearl Bracelet. Maybe buy him dinner, too, while you're at it.

## COMBO ATTACKS

Jewel, Paula, and Tal: "Knight Attack"



Keneth  
There's no end to them...



## CHARACTERS

KARL

KATARINA

KATE

KENETH

KIRA

KONRAD

KUROBOKIDES

LO FONG

LO HAK

LO SENG

MAXINE

MILLY

MITSUBA

MIZUKI

NARUL

ORVAN

PABLO

PAULA

RACHEL

REINHOLD III

REINHOLD

RITA



## KIKKA

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

Self-possessed and poised, Pirate Kika is captain of the Grishend and mistress of Pirate's Nest. Several other captains sail under her flag, including Dario. Her right hand man is Hervey, and she is served loyally by Sigurd, whom she rescued from death in Middleport. Although she would rather not be working for another person, she acknowledges the fact that it would be worse to have the seas under Koaluk control.

## HOW TO RECRUIT

ME007. She and her underlings all join you at Pirate's Nest after you flee the Koaluk invasion of Obel.

## RECRUITED AT LEVEL 29

## SPECIAL ABILITIES

Possesses the Falcon Rune which allows her to make a rapid flurry of strikes.

## RECOMMENDED EQUIPMENT

Unsurprisingly, the Pirate King Set is great for Kika. Give her some items which bump up her Speed and Strength as well, and she's a great pair with the Hero.

## COMBO ATTACKS

Hero: "Double Sword Attack"

Ameria and Jeane: "Beauty Attack"

Gretchen and Jeane: "Allure Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
29	216	50	105	43	90	61	63	85	52
30	223	51	108	44	93	62	64	87	53
40	289	68	134	54	119	80	83	109	66
50	353	82	158	64	142	97	99	133	78
60	420	98	183	75	165	114	113	155	94
70	447	103	193	79	174	119	118	159	100
80	474	111	203	84	181	126	122	166	103
90	502	117	212	91	188	132	128	171	109
99	527	122	221	95	196	135	132	178	114

## TWIN SWORDS



DEESHA	PELKENT	RIGHARARD
Level 1	—	Level 7 110
Level 2	—	Level 8 126
Level 3	—	Level 9 140
Level 4	—	Level 10 152
Level 5	57	Level 11 164
Level 6	74	Level 12 186
		Level 13 199
		Level 14 213
		Level 15 225
		Level 16 255

## EQUIPMENT OPTIONS

Head	Medium and Woman
Body	Medium and Woman
Hands	Medium and Woman
Feet	Medium and Woman
Other	Medium and Woman

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Captain: Gives Mobility 20, Range +1 to ship.

Followers brought to Battle: 25

Can participate in a boarding action.



## KONRAD

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	169	30	60	108	71	33	80	38	60
30	180	31	64	110	75	35	84	40	62
40	236	39	82	122	95	45	105	50	77
50	294	48	101	137	113	55	127	60	94
60	347	57	120	152	133	64	148	72	111
70	373	65	126	160	141	65	158	75	118
80	401	70	131	167	148	70	166	83	121
90	429	73	138	173	155	77	173	87	124
99	454	78	142	181	160	82	179	92	131

## STAFF



HIGH ROD	BRAVE ROD	FORCE ROD
Level 1	5	Level 6 50
Level 2	10	Level 7 70
Level 3	18	Level 8 80
Level 4	26	Level 9 95
Level 5	38	Level 10 105
		Level 11 120
		Level 12 130
		Level 13 160
		Level 14 170
		Level 15 185
		Level 16 200

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Magical
Body	Magical
Hands	Magical
Feet	Magical
Other	Magical

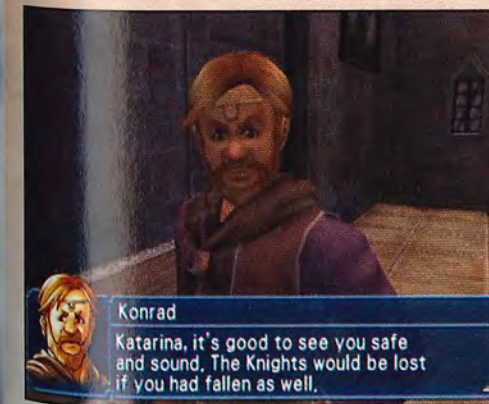
## NAVAL BATTLE

Captain: Gives Mobility 10, Range +1 to ship

Followers brought to Battle: 8

Can participate in a boarding action.

Rune Cannon: 48 Fire



## PROFILE

This old Rune Master is Katarina's old mentor. Despite his age, he is determined that the younger party members will not outstrip him. He always keeps in good spirits thanks to his command of Rune magic and continuing good health.

## HOW TO RECRUIT

SE045. After liberating Razril, put Katarina in your party and go talk to Konrad at the inn.

## RECRUITED AT LEVEL 28

## SPECIAL ABILITIES

Comes with the Rage Rune, an upgraded Fire Rune.

## RECOMMENDED EQUIPMENT

No one set is particularly outstanding for him, so focus on boosts to Magic, Speed, and Defense.

## COMBO ATTACKS

Katarina: "Sorcerer Attack"

## CHARACTERS

KARL

KATARINA

KATE

KEITH

KIKKA

KONRAD

LINDA KILDES

LO FONG

LO HAK

LO SENG

MAXINE

MILLAY

MITSUBA

MIZUKI

NALKUL

ORNAN

PABLO

PAULA

RACHEL

REINBACH III

REINHOLD

RITA



## LINO EN KULDES

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

The King of Obel, Lino En Kuldes is always being chided by his adjutant Setsu for not looking or acting kingly enough. He has a daughter, Flare, who is as brave and reckless as he. In an emergency, he can gather together quite a crew of capable and talented people. His wife died using the Rune of Punishment.

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
30	165	103	64	44	44	84	57	53	62
40	266	125	82	54	55	105	72	70	77
50	365	150	101	64	66	129	87	84	94
60	468	177	120	75	78	150	101	100	111
70	503	185	126	79	85	158	103	107	118
80	537	194	131	84	92	166	108	112	121
90	572	200	138	91	99	171	113	118	124
99	601	209	142	95	103	177	119	120	131

## TRIDENT



## HOW TO RECRUIT

ME074. After Kooluk attacks Obel, he joins you on your HQ, activating its power of being a ship.

## RECRUITED AT LEVEL 30

## RECOMMENDED EQUIPMENT

Both the Goblin and Master sets work well for Lino. For jewelry, consider a Power Ring and a Lightning Amulet.

## COMBO ATTACKS

Flare: "Family Attack"

Eugene and Rachel: "Spear Attack"

## EQUIPMENT OPTIONS

Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man and Medium
Feet	Man and Medium
Other	Man and Medium

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Captain: Gives Mobility 20, Movement +1 to ship

Followers brought to Battle: 30

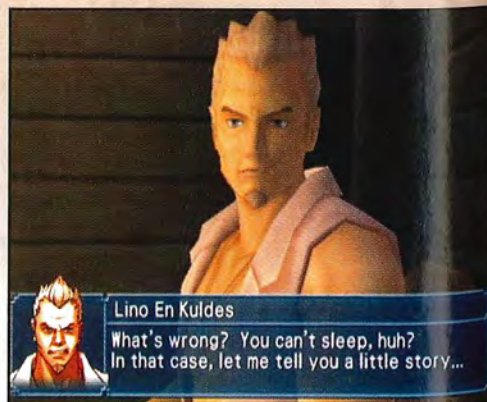
Can participate in a boarding action.

Rune Cannon: 8 Wind



Setsu

Hero!  
I beg of you...  
Please protect our king and princess!



Lino En Kuldes

What's wrong? You can't sleep, huh?  
In that case, let me tell you a little story...

## LO FONG

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
22	153	41	56	57	52	49	57	89	77
30	204	51	72	71	64	62	73	108	97
40	265	68	92	90	80	80	92	135	122
50	324	82	111	110	99	97	111	161	145
60	381	98	129	130	116	114	131	189	168
70	409	103	134	138	119	119	136	199	177
80	439	111	142	145	127	126	142	209	185
90	473	117	148	152	133	132	148	218	193
99	499	122	154	157	138	135	155	227	200

## THROWING DARTS



TRANQUILITY	DARKNESS	FLAMES
Level 1 20	Level 5 85	Level 11 180
Level 2 35	Level 6 99	Level 12 192
Level 3 46	Level 7 114	Level 13 204
Level 4 60	Level 8 130	Level 14 220
	Level 9 144	Level 15 234
	Level 10 158	Level 16 245

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light and Woman
Body	Light and Woman
Hands	Light and Woman
Feet	Light and Woman
Other	Light and Woman

## PROFILE

Irrepressible and flirtatious, Lo Fong is the only girl of the Lo Siblings. She is responsible for the extra services at the Mordo bath house. She loves play and gaiety, although she prefers quiet middle-aged men. Lo Fong is a superb choice for a main party member, since she combines excellent Rune capability with high Speed and good combat stats.

## HOW TO RECRUIT

SE029. After freeing Obel, sail to Mordo for a relaxing bath. Refuse to pay 10,000 Poth, and beat up the Lo siblings (Flame Array is a great way to go!). They join after that.

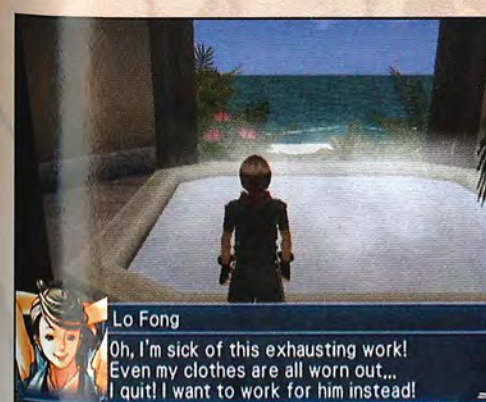
## RECRUITED AT LEVEL 22

## RECOMMENDED EQUIPMENT

The Mermaid set and the Mermaid Robe are fine choices for Lo Fong. Give her a little extra Evasion if possible, since she's a bit light on HP.

## COMBO ATTACKS

Lo Hak and Lo Seng: "Sibling Attack"



Lo Fong

Oh, I'm sick of this exhausting work!  
Even my clothes are all worn out...  
I quit! I want to work for him instead!



Lo Fong

Sibling Attack was learned.

Lo Fong

604/604  
EXP 999  
LVL 99

Lo Fong

438/463  
EXP 540  
LVL 60

Lo Fong

376/376  
EXP 540  
LVL 60

Lo Fong

345/345  
EXP 40  
LVL 53



## LO HAK

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This ingenious young man is the younger brother of Lo Seng and Lo Fang. Unlike them he uses a bow, and he has much higher Skill and Evasion than his siblings. He likes to live a free and cheerful life—hard work is anathema to him. He likes older women, too. Lo Hak is a good character to have if you like combos.

## HOW TO RECRUIT

SE029. After freeing Obel, sail to Mordo for a relaxing bath. Refuse to pay 10,000 Potch, and beat up the Lo siblings (Flame Array is a great way to go!). They join after that.

## RECRUITED AT LEVEL 22

## RECOMMENDED EQUIPMENT

He's already pretty speedy, but who doesn't want to be faster? Toss him some Speed boosts as well as increasing his low MDF.

## COMBO ATTACKS

Lo Fang and Lo Seng: "Sibling Attack"

Flare and Ted: "Barrage Attack (2)"

Fredrica and Ted: "Barrage Attack (4)"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
22	153	55	67	51	59	49	37	78	32
30	204	69	85	64	75	62	48	100	43
40	265	83	106	81	95	80	59	122	53
50	324	101	128	100	114	97	70	148	65
60	381	117	149	118	133	114	81	173	76
70	409	123	156	123	141	119	85	183	85
80	439	127	163	129	148	126	91	192	89
90	473	135	167	135	155	132	97	201	97
99	499	142	172	140	160	135	100	206	103

## BOW



BOW		FLAME BOW		SILENCE BOW	
Level 1	20	Level 5	85	Level 11	180
Level 2	35	Level 6	99	Level 12	192
Level 3	46	Level 7	114	Level 13	204
Level 4	60	Level 8	130	Level 14	220
		Level 9	144	Level 15	234
		Level 10	158	Level 16	245

## EQUIPMENT OPTIONS

Head	Light and Man
Body	Light and Man
Hands	Light and Man
Feet	Light and Man
Other	Light and Man

## RUNE AFFINITIES

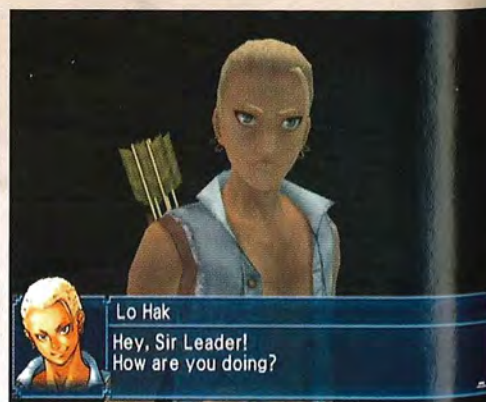
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 12 Fire



Lo Hak  
Hah! Easy for you to say!  
There's no way this guy's gonna let you!



Lo Hak  
Hey, Sir Leader!  
How are you doing?

## LO SENG

## LO SENG

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
22	193	60	43	35	52	42	37	68	32
30	251	76	54	44	64	53	48	87	43
40	318	96	69	54	80	69	59	109	53
50	390	116	81	64	99	84	70	133	65
60	459	136	94	75	116	97	81	155	76
70	486	141	99	79	119	101	85	159	85
80	513	146	106	84	127	109	91	166	89
90	539	152	109	91	133	117	97	171	97
99	560	157	116	95	138	121	100	178	103

## THROWING BLADES



THROWING KNIVES		CRIMSON KNIVES		KNIVES OF AVARICE	
Level 1	20	Level 5	85	Level 11	180
Level 2	35	Level 6	99	Level 12	192
Level 3	46	Level 7	114	Level 13	204
Level 4	60	Level 8	130	Level 14	220
		Level 9	144	Level 15	234
		Level 10	158	Level 16	245

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light and Man
Body	Light and Man
Hands	Light and Man
Feet	Light and Man
Other	Light and Man

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



Lo Seng  
Wh—What did you say?



Lo Seng  
Hey, I wish they could give us bigger meal portions around here... Talk to the guy in charge for me, will you?

## PROFILE

The oldest of the Lo siblings, Lo Seng throws around little balls of light when he's not extorting bathers on Mordo. It was his idea (with a little help from the owner, Igor) to use your name to convince bathers the waters are special[md]and to attack them if they didn't pay the exorbitant fee. He is quite chagrined to find out that in fact, you really do use the pool.

## HOW TO RECRUIT

SE029. After freeing Obel, sail to Mordo for a relaxing bath. Refuse to pay 10,000 Potch, and beat up the Lo siblings (Flame Array is a great way to go!). They join after that.

## RECRUITED AT LEVEL 22

## SPECIAL ABILITIES

Possesses the Prosperity Rune, which earns you double Potch.

## RECOMMENDED EQUIPMENT

The Ogre and Goblin sets seem to go together, and this is no exception. Either are good for Lo Seng.

## COMBO ATTACKS

Lo Fang and Lo Hak: "Sibling Attack"

## CHARACTERS

KARL

KATARINA

KATE

KENETH

KIRA

KONRAD

LINDEN RUIDES

LO FONG

LO HAK

LO SENG

MAXINE

MILLAY

MITSUBA

MEZUN

NALKUL

ORNAN

PABLO

PAULIA

RACHEL

REINBACH III

REINHOLD

RYA



## MAXINE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Incited by Ramada to challenge you to duels, Maxine is normally very nonchalant and solitary. She actually hates conspiracies, which is why she finally joins. She can usually be found lurking in the Ward on your HQ when she's not giving you excellent Runic support. Maxine is a very good choice for a Rune caster.

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
31	186	43	111	110	45	36	115	64	87
40	236	52	134	133	55	45	126	80	109
50	294	64	158	160	66	55	140	98	133
60	347	74	183	188	78	64	152	114	156
70	373	79	193	198	85	65	160	120	163
80	401	86	203	207	92	70	167	124	169
90	429	94	212	217	99	77	174	127	173
99	454	98	221	226	103	82	181	130	179

## STAFF



CRESCENT ROD	ORB ROD	RED ORB ROD
Level 1 5	Level 6 50	Level 12 130
Level 2 10	Level 7 70	Level 13 160
Level 3 18	Level 8 80	Level 14 170
Level 4 26	Level 9 95	Level 15 185
Level 5 38	Level 10 105	Level 16 200
	Level 11 120	

## HOW TO RECRUIT

SE044. First, recruit Mitsuba. The next time you go to the Na-Nal Town Square, Maxine is there and she challenges you to a duel (after which she vanishes). She shows up again in the Stonecutter's Field on Nay, where the same thing happens. Finally, when you liberate Razril, she's hanging out at the Inn. Talk to her, and she joins.

## RECRUITED AT LEVEL 31

## SPECIAL ABILITIES

Possesses the Prosperity Rune, which earns you double Potch.

## RECOMMENDED EQUIPMENT

Try either the Guardian or Mermaid set out on Maxine, as well as giving her some extra Speed. All Rune casters need Speed!

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 50 Fire, 60 Wind



## MILLAY

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
24	165	64	72	61	55	53	40	83	73
30	204	76	85	71	64	62	48	100	85
40	265	96	106	90	80	80	59	122	109
50	324	116	128	110	99	97	70	148	133
60	381	136	149	130	116	114	81	173	156
70	409	141	156	138	119	119	85	183	163
80	439	156	163	145	127	126	91	192	169
90	473	152	167	152	133	132	97	201	173
99	499	157	172	157	138	135	100	206	179

## LONGSWORD



BRASS SWORD	IRON SWORD	PLATINUM SWORD
Level 1 —	Level 6 86	Level 12 192
Level 2 —	Level 7 104	Level 13 204
Level 3 27	Level 8 120	Level 14 218
Level 4 42	Level 9 136	Level 15 230
Level 5 58	Level 10 149	Level 16 240
	Level 11 162	

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



## PROFILE

This cute girl flees Middleport to escape an arranged marriage to Reinbach III. Reinbach II sends kidnappers after her to bring her back to the altar, to which she responds by threatening to bite her tongue and die. When you and Reinbach III rescue her, she is sufficiently impressed by your valor and Reinbach's honesty that she consents to join.

## HOW TO RECRUIT

SE041. After the Nay event, put Reinbach III in your party, hear the rumor about her in Middleport, then go to the beach at Na-Nal. Rescue Millay and she joins.

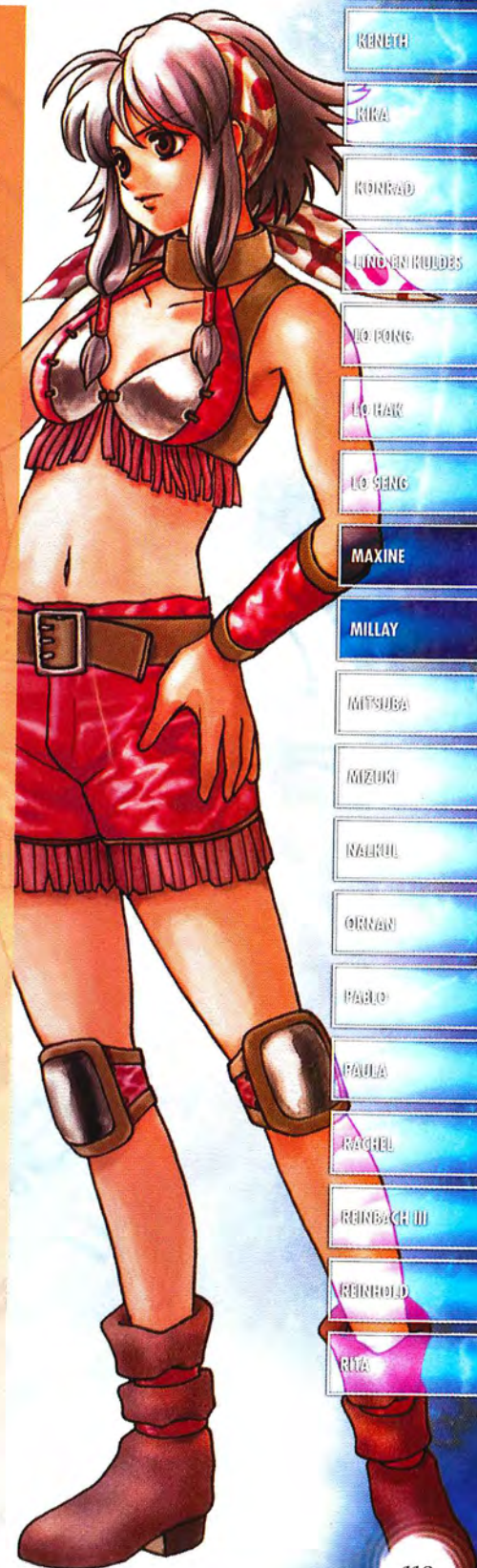
## RECRUITED AT LEVEL 24

## RECOMMENDED EQUIPMENT

The Platinum set is the one for Millay. Also look into some Strength boosts for her.

## COMBO ATTACKS

Rita and Viki: "Nymph Attack"



## CHARACTERS

KARL

KATARINA

KATE

KEITH

KIRA

KONRAD

KUNENRICHES

LO FONG

LO HAK

LO SENG

MAXINE

MILLAY

MITSUBA

MOZUN

NAERUL

ORVAN

PABLO

PAULA

RACHEL

REINBACH III

REINHOLD

RITA



# MITSUBA

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PROFILE

Cheerful and brash, Mitsuba is an excellent swordswoman who together with Reinhold sets up a scam in Na-Nal's Town Square to divest people of their money. The victims have to fight her, and if they lose, they must pay 1,000 Patch! When bested by you, however, she gives up her old life without regret and this cute heavy-hitter happily joins your crew.

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
19	220	100	32	30	31	36	46	29	69
20	231	102	33	32	32	38	48	30	73
30	306	118	44	44	44	53	64	40	97
40	382	131	55	54	55	69	83	50	122
50	458	146	67	64	66	84	99	60	145
60	532	160	78	75	78	97	113	72	168
70	562	167	84	79	85	101	118	75	177
80	591	175	88	84	92	109	122	83	185
90	617	182	93	91	99	117	128	87	193
99	643	190	97	95	103	121	132	92	200

## BROADSWORD



STONE BREAKER	IRON BREAKER	PLATINUM BREAKER
Level 1 20	Level 7 120	Level 13 215
Level 2 30	Level 8 132	Level 14 230
Level 3 45	Level 9 145	Level 15 240
Level 4 60	Level 10 160	Level 16 255
Level 5 75	Level 11 170	
Level 6 90	Level 12 180	

## EQUIPMENT OPTIONS

Head	Medium and Woman
Body	Medium and Woman
Hands	Medium and Woman
Feet	Medium and Woman
Other	Medium and Woman

## RUNE AFFINITIES

FIRE	Fire	Fire	Fire	Fire
LIGHTNING	Lightning	Lightning	Lightning	Lightning
WATER	Water	Water	Water	Water
WIND	Wind	Wind	Wind	Wind
EARTH	Earth	Earth	Earth	Earth

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.

## COMBO ATTACKS

Selma: "Giant Sword Attack A"



# MIZUKI

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
24	207	44	60	61	77	61	53	95	43
30	251	51	72	71	93	72	64	108	53
40	318	68	92	90	119	90	83	135	78
60	459	98	129	130	165	127	113	189	94
70	486	103	134	138	174	131	118	199	100
80	513	111	142	145	181	139	122	209	103
90	539	117	148	152	188	147	128	218	109
99	560	122	154	157	196	151	132	227	114

## ASSASSIN CLAWS



DAMNACANTHUS	CITRUS TACHIBANA	ARDISIA CRISPA
Level 1 —	Level 5 74	Level 10 160
Level 2 —	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

## RUNE AFFINITIES

FIRE	Fire	Fire	Fire	Fire
LIGHTNING	Lightning	Lightning	Lightning	Lightning
WATER	Water	Water	Water	Water
WIND	Wind	Wind	Wind	Wind
EARTH	Earth	Earth	Earth	Earth

## EQUIPMENT OPTIONS

Head	Light and Woman
Body	Light and Woman
Hands	Light and Woman
Feet	Light and Woman
Other	Light and Woman

## PROFILE

Kate's "younger sister" in their assassins' organization, Mizuki is no less accomplished. Although originally under Ramada's purview when he was ordered to kill the Hero, Mizuki happily accepts new employment at the HQ. Always unruffled, Mizuki makes a good foil to the more excitable Akaghi. She also possesses mysterious ninja powers, such as teleportation.

## HOW TO RECRUIT

ME067. After she, Ramada, and Akaghi attempt to kill you, be lenient and accept them into your company.

## RECRUITED AT LEVEL 24

## SPECIAL ABILITIES

Turns into a log to avoid enemy strikes, possesses Ninja Rune that allows her to make a sneaky strike.

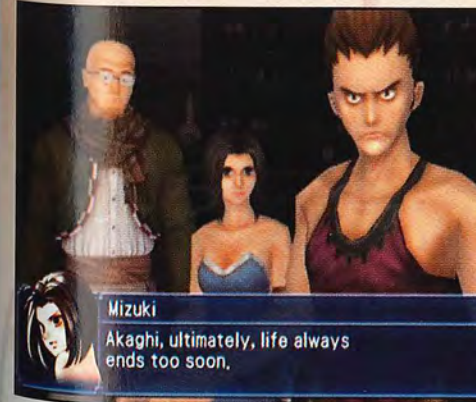
## RECOMMENDED EQUIPMENT

Either the Mermaid, Ninja, or Venus sets work well for Mizuki. Definitely get her a Power Ring as well.

## COMBO ATTACKS

Akaghi: "Ninja Attack"

Akaghi and Kate: "True Ninja Attack"



## CHARACTERS

KARL

KATARINA

KATE

KEBETH

KIRA

KONRAD

LINDENHILDES

LO PING

LO RAN

LO SENG

MAXINE

MILLY

MITSUBA

MIZUKI

NAVAL

ORIAN

PABLO

PAULA

RACHEL

RENBACH III

REINHOLD

RITA



# NALKUL

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PROFILE

This roguish pickpocket seems very cynical, but has a soft spot for his companion Champo. Although he steals the Golden Seal from you, once he finds out that you have Chiepoo with you he wants to join. Apparently, Chiepoo is a hero of his due to Chiepoo's fame and success.

## HOW TO RECRUIT

SE027. Take Chiepoo with you to Nay while you still have the Golden Seal. Chiepoo expresses a desire to visit the Nay-Kobold Trading Post. Go on over there, then leave the village. On the bridge you run into Nalkul and Champo, who steal the Seal from you. Find them again by the warehouse in the village, and Champo fumbles the Seal into the warehouse. You get to play the adorable mouse-catching game to get it back. Once you do so, Champo and Nalkul both join.

## RECRUITED AT LEVEL 24

## RECOMMENDED EQUIPMENT

There aren't many items for the Nay-Kobolds, but the Power Ring is one that can really help out Nalkul.

## COMBO ATTACKS

Champo and Chiepoo: "Meow Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
24	165	64	53	54	77	58	53	83	54
30	204	76	64	64	93	62	64	100	62
40	265	96	82	81	119	80	83	122	77
50	324	116	101	100	142	97	99	148	94
60	381	136	120	118	165	114	113	173	111
70	409	141	126	123	174	119	118	183	118
80	439	146	131	129	181	126	122	192	121
90	473	152	138	135	188	132	128	201	124
99	499	157	142	140	196	135	132	206	131

## CLAWS



ONE	TWO	THREE
Level 1 10	Level 5 74	Level 10 160
Level 2 20	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

## EQUIPMENT OPTIONS

Head	Nay-Kobold
Body	Nay-Kobold
Hands	Nay-Kobold
Feet	Nay-Kobold
Other	Nay-Kobold

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



# ORNAN

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
12	121	28	31	30	19	29	33	38	38
20	206	52	52	49	32	46	53	64	62
30	281	69	72	64	44	62	73	87	85
40	353	83	92	81	55	80	92	109	109
50	427	101	111	100	66	97	111	133	133
60	499	117	129	118	78	114	131	155	156
70	524	123	134	123	85	119	136	159	163
80	550	127	142	129	92	126	142	166	169
90	580	135	148	135	99	132	148	171	173
99	605	142	154	140	103	135	155	178	179

## THROWING DARTS



SHEEP'S HORN	PURE HEROISM	DIVINE TREASURE
Level 1 20	Level 5 85	Level 11 180
Level 2 35	Level 6 99	Level 12 192
Level 3 46	Level 7 114	Level 13 204
Level 4 60	Level 8 130	Level 14 220
	Level 9 144	Level 15 234
	Level 10 158	Level 16 245

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light and Man
Body	Light and Man
Hands	Light and Man
Feet	Light and Man
Other	Light and Man

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



## PROFILE

Quiet and withdrawn, Ornan nonetheless hides an unforgiving berserker rage beneath his unassuming exterior. When it awakes, he is limned in red flame and his throwing darts do far more damage than usual. Although he would never admit it, he finds Louise attractive, and has been noticed staring at her. Although his Waking Rune can be a little irritating, Ornan is a terrific character at lower levels. Once you get above 45 or so, however, you want a party which is always awake.

## HOW TO RECRUIT

SE008. Talk to him in Obel by the well after the Koaluk attack, and he agrees to join you in your flight.

## RECRUITED AT LEVEL 12

## SPECIAL ABILITIES

Possesses the Waking Rune which has him start every battle asleep. Once he takes damage, he wakes up under the Berserk condition.

## RECOMMENDED EQUIPMENT

Some of the Silk items are perfect for Ornan. He's a good carrier for some of the passive runes like the Prosperity Rune or a Sunbeam Rune as well. Strangely enough, look for items that degrade his Evasion, since hut must get hit to become effective.

## COMBO ATTACKS

Bartholemew and Reinhold: "Silver Attack"

## CHARACTERS

KARL

KATARINA

KATE

KENETH

KIRA

KONRAD

LINO EN KUDOS

LO FONG

LO HAK

LO SENG

MAXINE

MILRAY

MITSUBA

MIZUKI

NALKUL

ORNAN

PABLO

PAULA

RACHEL

REINHOLD III

REINHOLD

RITA



## PABLO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Pablo is the man to come to about Rune Cannons—at least until Warlock joins! Rune Cannons are his hobby and only real interest; if you try to talk to him about something else, he'll just ignore you. Due to this obsession, Pablo is also quite a good Rune caster, especially when paired with Warlock!

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	152	28	74	72	38	38	55	66	85
30	180	31	85	82	44	35	64	76	97
40	236	39	106	102	55	45	83	96	122
50	294	48	128	125	66	55	99	116	145
60	347	57	149	148	78	64	113	135	168
70	373	65	156	158	85	65	118	138	177
80	401	70	163	165	92	70	122	145	185
90	429	73	167	169	99	77	128	150	193
99	454	78	172	175	103	82	132	155	200

## STAFF



## HOW TO RECRUIT

ME074. When you go back aboard your HQ after the Pirate's Nest event, talk to Pablo and he joins.

## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

The Silk set is good for Pablo (as with many of the Rune magic-oriented characters). Likewise, Speed Rings help him get off those spells!

## COMBO ATTACKS

Warlock: "Master/Pupil Attack"

## EQUIPMENT OPTIONS

Head	Magical
Body	Magical
Hands	Magical
Feet	Magical
Other	Magical

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

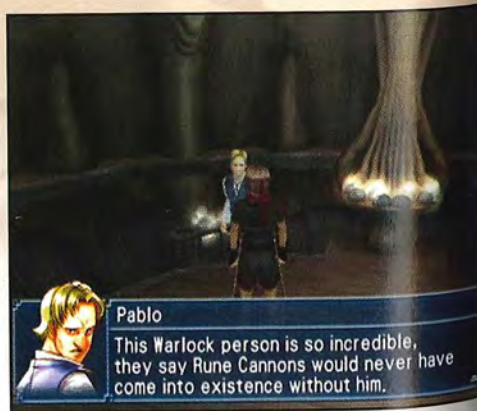
Followers brought to Battle: 8

Can participate in a boarding action.



Pablo

Hello, Sir Hero. My name is Pablo. I conduct research on Rune Cannons here. Pleased to meet you.



Pablo

This Warlock person is so incredible, they say Rune Cannons would never have come into existence without him.

## PAULA

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
1	8	2	2	2	2	2	3	3	2
10	80	19	26	30	23	17	27	29	22
20	159	38	52	62	48	34	53	56	46
30	223	51	72	82	64	45	73	76	62
40	289	68	92	102	80	56	92	86	77
50	353	82	111	125	99	67	111	116	94
60	420	98	129	148	116	78	131	135	111
70	447	103	134	158	119	84	136	138	118
80	474	111	142	165	127	90	142	145	121
90	502	117	148	169	133	93	148	150	124
99	527	122	154	175	138	100	155	155	131

## LONGSWORD



LIGHT SWORD		SHINING SWORD		ELVEN SWORD	
Level 1	10	Level 6	86	Level 12	194
Level 2	16	Level 7	104	Level 13	204
Level 3	27	Level 8	120	Level 14	218
Level 4	42	Level 9	136	Level 15	230
Level 5	58	Level 10	149	Level 16	240
		Level 11	162		

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light, Magical, and Woman
Body	Light, Magical, and Woman
Hands	Light, Magical, Shield, and Woman
Feet	Light, Magical, and Woman
Other	Light, Magical, and Woman

## PROFILE

Although Paula is originally from the elven settlement on Na-Nal, her mother was banished for a heinous sin that Paula is still expiating. This is the reason she lives on Razril, where she hopes to become a Knight of Gaien. She is soft-spoken like all the elves, but loyal and determined.

## HOW TO RECRUIT

ME009 or ME108. You can pick Paula to accompany you after the kindling ceremony in Razril, or when you return to free the island she rejoins.

## RECRUITED AT LEVEL 1

## RECOMMENDED EQUIPMENT

The Venus set works well for Paula. She is a very balanced character in terms of her statistics, so pick Other items for her based on the role you wish her to play.

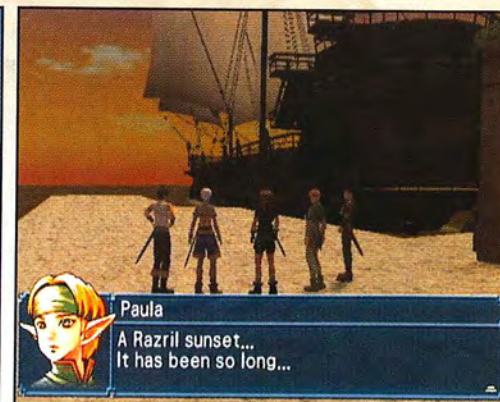
## COMBO ATTACKS

Jewel, Keneth, and Tal: "Knight Attack"



Paula

A Razril sunset... It has been so long...



Paula

A Razril sunset... It has been so long...

## CHARACTERS

WARL

KATARINA

KATE

KENETH

KIRA

KONRAD

KINO EN KILDES

LEO RING

LEO HAN

LEO SENG

MARINE

MILAY

MUTABA

NAZUKI

NAVAL

ORCAN

PABLO

PAULA

RACHEL

REINHOLD III

REINHOLD

RITA



# RACHEL

## RACHEL

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

### PROFILE

Rachel is the conflicted young lady found in the cave where the HQ ship once sat on Obel. On the one hand, she thinks Cedric is awfully cute. On the other, she really wants him to pay the 5,000 Potch he owes her for a meal at the Dappled Sunshine. She is quite proud, however, and doesn't mind treating a person to dinner—as long as she knows that's the plan beforehand!

### HOW TO RECRUIT

SE055. Have Cedric in your support slot, and 5,000 Potch on hand. Go to the cave on Obel after you free it, and talk to Rachel. If you pay Cedric's debt, she'll join.

### RECRUITED AT LEVEL 25

### RECOMMENDED EQUIPMENT

The Mermaid set is a perfect match for Rachel. She has good stats all around, so pick Other slot items for her to match the role you want her to play in the party.

### COMBO ATTACKS

Eugene and Lino En Kulses: "Spear Attack"

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	308	61	74	47	65	55	41	75	55
30	325	69	85	52	75	62	48	87	62
40	363	83	106	67	95	80	59	109	77
50	401	101	128	84	114	97	70	133	94
60	437	117	149	100	133	114	81	155	111
70	467	123	156	106	141	119	85	159	118
80	493	127	163	110	148	126	91	166	121
90	523	135	167	117	155	132	97	171	124
99	549	142	172	123	160	135	100	178	131

### SPEAR



GARMR	FENRIR	LOKI
Level 1	Level 8	Level 13
Level 2	Level 9	Level 14
Level 3	Level 10	Level 15
Level 4	Level 11	Level 16
Level 5	Level 12	
Level 6		
Level 7		

### EQUIPMENT OPTIONS

Head	Light and Woman
Body	Light and Woman
Hands	Light and Woman
Feet	Light and Woman
Other	Light and Woman

### RUNE AFFINITIES

FIRE	1	2	3	4	5
LIGHTNING	1	2	3	4	5
WATER	1	2	3	4	5
WIND	1	2	3	4	5
EARTH	1	2	3	4	5

### NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



Rachel

Say, have you seen a guy named Cedric? He's incredibly quick on his feet.



Rachel

I—I'm keeping a close eye on everything to make sure that Cedric doesn't steal food again.

# REINBACH III

## REINBACH III

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	190	48	91	50	80	59	61	59	103
30	204	51	96	52	84	62	64	62	107
40	265	68	120	67	107	80	83	80	134
50	324	82	142	84	131	97	99	98	157
60	381	98	166	100	153	114	113	114	182
70	409	103	176	106	159	119	118	120	192
80	439	111	183	110	166	126	122	124	202
90	473	117	191	117	171	132	128	127	212
99	499	122	198	123	177	135	132	130	220

### LONGSWORD



ROSAGE	MARGUERITE	ORCHIDEES
Level 1	Level 6	Level 12
Level 2	Level 7	Level 13
Level 3	Level 8	Level 14
Level 4	Level 9	Level 15
Level 5	Level 10	Level 16
	Level 11	

### RUNE AFFINITIES

FIRE	1	2	3	4	5
LIGHTNING	1	2	3	4	5
WATER	1	2	3	4	5
WIND	1	2	3	4	5
EARTH	1	2	3	4	5

### NAVAL BATTLE

Captain: Gives Mobility 10, Hull +10 to ship  
Followers brought to Battle: 15  
Can participate in a boarding action.



Reinbach III

Allow me to thank you for ridding us of that foul monstrosity. It belonged to my father, but it was just so hideous...



Reinbach III

Just stay calm and hear me out. It seems as if my father took some liberties and troubled you greatly.

### PROFILE

Schlottheim Reinbach III is the son of the Lord of Middleport, Reinbach II. Although he seems like nothing but a dandy, he is actually devoted to the ideals of justice and chivalry. When his father fires Micky, the family flunky, Reinbach III feels that it is his own fault and promises to take care of Micky. Also known as the "Rose Swordsman," he strives to make even his attacks lovely.

### HOW TO RECRUIT

SE033. After the Middleport event, Reinbach III asks you to bring him the "Rose Crest" item as proof of your friendship. Gareth, in the Nay Inn, has it, and once you bring it to Reinbach III he and Micky join.

### RECRUITED AT LEVEL 28

### SPECIAL ABILITIES

Possesses the Red Rose Rune, which allows him to make a beautiful attack.

### RECOMMENDED EQUIPMENT

The Warrior set is good for Reinbach III. Focus on getting his Strength up so his attacks do more damage.

### COMBO ATTACKS

Charlemagne: "Love Love Attack"



### CHARACTERS

KARL

KATARINA

KATE

KENNY

KIRA

KONRAD

LINO EN KULDES

LO HONG

LO HAN

LO SENG

MAGNIE

MILLY

MISCHA

MAZUKI

RAQUEL

ORAVAN

PABLO

PAULA

RACHEL

REINBACH III

REINHOLD

RYA



# REINHOLD

## REINHOLD

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Mitsuba's trainer and manager, Reinhold seems just like a con man when you first meet him. In fact, he's a vicious fighter who, once he joins you, takes great pleasure in beating you down in the name of "training" you. Of course, he'll also do the same to your enemies! Although he looks intimidating, he always speaks with courtesy.

### HOW TO RECRUIT

SE009. After fleeing Obel (and garnering at least 1,000 Poch), head to Na-Nal and talk to Reinhold. He'll tell you about a girl in red who needs to be "punished." Go on and fight Mitsuba, and when you beat her, they both agree to join.

### RECRUITED AT LEVEL 16

### AFFILIATION

Runs the Training Hall on Deck 5.

### RECOMMENDED EQUIPMENT

Ogre or Goblin set! Double Counter Rune and Skunk Rune!

### COMBO ATTACKS

Bartholemew and Ornan: "Silver Attack"

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
16	163	48	37	31	44	29	32	25	24
20	206	60	47	39	55	34	40	30	30
30	281	82	64	52	75	45	57	40	43
40	353	106	82	67	95	56	72	50	53
50	427	129	101	84	114	67	87	60	65
60	499	152	120	100	133	78	101	72	76
70	524	161	126	106	141	84	103	75	85
80	550	171	131	110	148	90	108	83	89
90	580	177	138	117	155	93	113	87	97
99	605	183	142	123	160	100	119	92	103

### SPEAR



BABY BAMBOO SPEAR		BAMBOO SPEAR		AGED BAMBOO SPEAR	
Level 1	18	Level 8	135	Level 13	210
Level 2	25	Level 9	150	Level 14	220
Level 3	40	Level 10	163	Level 15	240
Level 4	56	Level 11	174	Level 16	250
Level 5	75	Level 12	185		
Level 6	80				
Level 7	100				

### EQUIPMENT OPTIONS

Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man and Medium
Feet	Man and Medium
Other	Man and Medium

### RUNE AFFINITIES

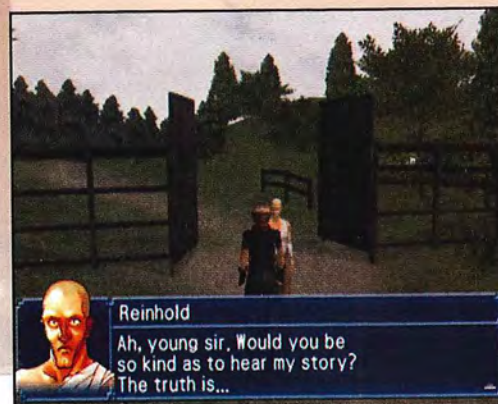
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

### NAVAL BATTLE

Followers brought to Battle: 8

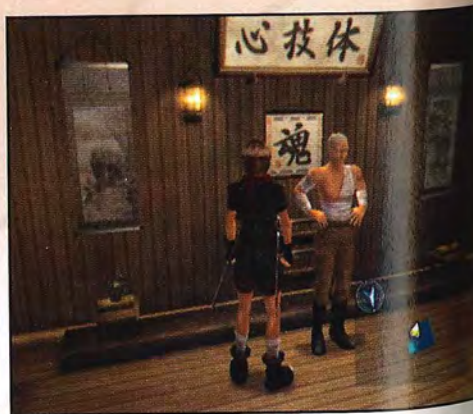
Can participate in a boarding action.

Rune Cannon: 8 Lightning



Reinhold

Ah, young sir. Would you be so kind as to hear my story? The truth is...



## RITA

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
18	126	35	57	81	94	34	43	42	74
20	141	38	63	83	96	38	48	47	82
30	204	51	85	91	111	53	64	62	107
40	265	68	106	103	125	69	83	80	134
50	324	82	128	113	137	84	99	98	157
60	381	98	149	123	150	97	113	114	182
70	409	103	156	130	159	101	118	120	192
80	439	111	163	137	166	109	122	124	202
90	473	117	167	145	172	117	128	127	212
99	499	122	172	153	180	121	132	130	220

### MALLET



LOVELY HAMMER		RIBBON HAMMER		MEGA HAMMER	
Level 1	20	Level 6	100	Level 12	200
Level 2	35	Level 7	115	Level 13	212
Level 3	45	Level 8	130	Level 14	228
Level 4	60	Level 9	140	Level 15	240
Level 5	70	Level 10	155	Level 16	255
		Level 11	170		

### RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

### EQUIPMENT OPTIONS

Head	Girl and Light
Body	Girl and Light
Hands	Girl and Light
Feet	Girl and Light
Other	Girl and Light

### PROFILE

This young lady is mistress of the amusing and infuriating game Rita-pon, which may account for her astonishingly high Luck score. She is vivacious, talks quickly, and she gets even more cheerful when she's beating you at Rita-pon. She becomes best friends with Noah and Rene.

### HOW TO RECRUIT

SE009. You must have at least 500 Poch when you encounter her at the Inn on Na-Nal. Play her a game of Rita-pon, and afterward you can convince her to join you.

### RECRUITED AT LEVEL 18

### EXTRA FUNCTION

Runs the Rita-pon! mini-game in the Saloon.

### RECOMMENDED EQUIPMENT

She's a little girl, so the Unicorn set is the way to go. You should use her with her combo partners, so give her some Strength boosts to make it worth your while.

### COMBO ATTACKS

Millay and Viki: "Nymph Attack"



Rita

What? Did you come back to rub it in?



Rita

Let's do our best tomorrow! We just can't lose, we just can't!

### CHARACTERS

KAREL

KATARINA

KATE

KENNETH

KIRA

KONRAD

LADY EN KUIJES

LEO PONS

LEO PONS

LEO SENG

LIVINE

MILAY

MITSUBA

MITSUBA

MITSUBA

MITSUBA

MITSUBA

MITSUBA

MITSUBA

MITSUBA

MITSUBA

MITSUBA

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MITSUBA



## SELMA

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PROFILE

This fierce warrior elf is one of the conspirators behind the plot to devastate Na-Nal by giving poison to the Kooluk. Her honor is stronger than her loyalty to her people, however, and she chooses banishment rather than leave you to die in prison.

## HOW TO RECRUIT

SE038. She is waiting on the beach of Na-Nal as you leave after the chief agrees to help you against the Kooluk. Talk to her!

## RECRUITED AT LEVEL 28

## RECOMMENDED EQUIPMENT

The Bondage and Mermaid sets work well for Selma. A little extra Speed never hurts either.

## COMBO ATTACKS

Mitsuba: "Giant Sword Attack A"

Axel and Izak: "Giant Sword Attack B"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
28	267	66	108	68	51	59	45	59	60
30	281	69	111	71	53	62	48	62	62
40	353	83	124	90	66	80	59	80	77
50	427	101	136	110	78	97	70	98	94
60	499	117	152	130	94	114	81	114	111
70	524	123	161	138	100	119	85	120	118
80	550	127	168	145	104	126	91	124	121
90	580	135	176	152	110	132	97	127	124
99	605	142	182	157	116	135	100	130	131

## BROADSWORD



WIND-SLICING SWORD	WAVE-SLICING SWORD	EVIL-SLICING SWORD
Level 1 20	Level 7 120	Level 13 215
Level 2 30	Level 8 132	Level 14 230
Level 3 45	Level 9 145	Level 15 240
Level 4 60	Level 10 160	Level 16 255
Level 5 75	Level 11 170	
Level 6 90	Level 12 180	

## EQUIPMENT OPTIONS

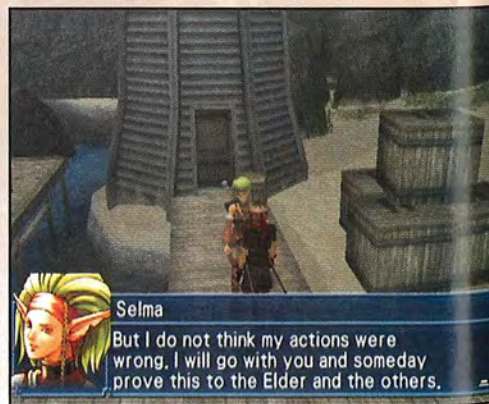
Head	Medium and Woman
Body	Heavy, Medium, and Woman
Hands	Medium and Woman
Feet	Medium and Woman
Other	Medium and Woman

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 24 Water



## SHIRAMINE

## SHIRAMINE

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
20	231	60	40	26	32	71	35	38	38
30	306	82	54	34	44	97	48	53	53
40	382	106	69	44	55	122	59	70	66
50	458	129	81	52	66	145	70	84	78
60	532	152	94	62	78	169	81	100	94
70	562	161	99	67	85	179	85	107	100
80	591	171	106	75	92	189	91	112	103
90	617	177	109	81	99	196	97	118	109
99	643	183	116	84	103	204	100	120	114

## FISTS



CALM	WAVE	TSUNAMI
Level 1 10	Level 5 74	Level 10 160
Level 2 20	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

## RUNE AFFINITIES

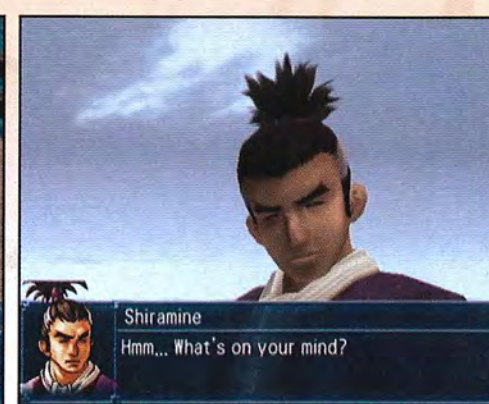
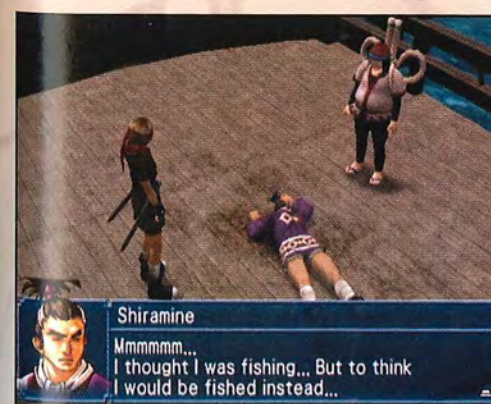
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Man
Body	Man
Hands	Man
Feet	Man
Other	Man

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



## PROFILE

Shiramine is Ugetsu's mentor in the world of fishing, and once you rescue him from the ocean (where he apparently was "being fished") they hang out on the rear deck together. Shiramine uses a net to bring in large catches of fish and the occasional mermaid. Everyone considers him to be number one at net fishing!

## HOW TO RECRUIT

SE015. Once you have Ugetsu, go talk to him on the rear deck, and the two of you fish up Shiramine.

## RECRUITED AT LEVEL 20

## EXTRA FUNCTION

Runs the Net Fishing mini-game on the rear deck.

## RECOMMENDED EQUIPMENT

The Goblin and Ogre sets are good for Shiramine. Think about spending some Stones of Skill on him to help out his low stat there.

## COMBO ATTACKS

Ugetsu: "Fisherman Attack"

## CHARACTERS

SELMA

SHIRAMINE

SIGURD

SNOWE

TAL

TED

TRAVIS

TRISTAN/FRIGHTAN

UGETSU

VINI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BASIL

BRIEC

CARNE

CEDRIC

CHADIL



## SIGURD

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT



## PROFILE

One of Pirate Kika's crew, Sigurd has a shady past involving betrayal of his former brethren and employer. Now there's a price on his head, but that hasn't stopped him and his best friend Hervey from joining the fight against Kooluk.

## HOW TO RECRUIT

ME077. He joins at Pirate's Nest along with his fellow crewmembers after you decide to work with them against Kooluk.

## RECRUITED AT LEVEL 26

## RECOMMENDED EQUIPMENT

Parts of the Goblin set suit Sigurd well, as well as items which increase his Speed and Strength.

## COMBO ATTACKS

Hervey: "Pirate Attack"

Helmut and Hervey: "Adonis Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
26	221	68	86	50	67	65	57	78	47
30	251	76	96	57	75	72	64	87	53
40	318	96	120	77	95	90	83	109	66
50	290	116	142	97	114	110	99	133	78
60	459	136	166	115	133	127	113	155	94
70	486	141	176	134	141	131	118	159	100
80	513	146	183	153	148	139	122	166	103
90	539	152	191	171	155	147	128	171	109
99	560	157	198	186	160	151	132	178	114

## THROWING DARTS



STEEL BLADE	SHEEN SWORD	GOLDEN BLADE
Level 1	Level 5	Level 11
Level 2	Level 6	Level 12
Level 3	Level 7	Level 13
Level 4	Level 8	Level 14
	Level 9	Level 15
	Level 10	Level 16

## EQUIPMENT OPTIONS

Head	Light and Magical
Body	Light and Magical
Hands	Light and Magical
Feet	Light and Magical
Other	Light and Magical

## RUNE AFFINITIES

FIRE	Fire	Fire	Fire	Fire
LIGHTNING	Lightning	Lightning	Lightning	Lightning
WATER	Water	Water	Water	Water
WIND	Wind	Wind	Wind	Wind
EARTH	Earth	Earth	Earth	Earth

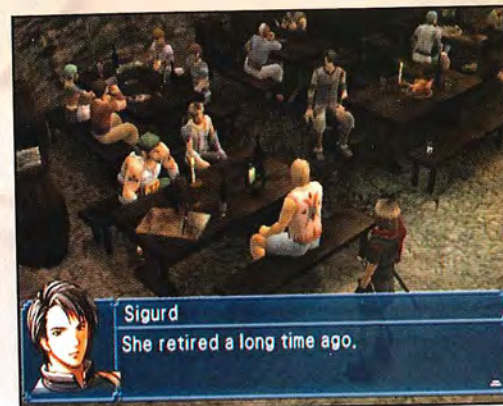
## NAVAL BATTLE

Captain: Gives Mobility 10, Range +1 to ship

Followers brought to Battle: 10

Can participate in a boarding action.

Rune Cannon: 24 Water



## SNOWE

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
1	8	3	2	2	3	2	2	2	0
10	80	28	20	17	28	18	18	20	9
20	159	51	39	32	55	38	35	39	18
30	223	74	56	44	75	53	48	57	23
40	289	100	75	54	95	69	59	76	28
50	353	125	93	64	114	84	70	94	34
60	420	149	112	75	133	97	81	111	40
70	447	169	128	79	141	101	85	127	42
80	474	188	146	84	148	109	91	146	46
90	502	207	163	91	155	117	97	165	53
99	527	224	179	95	160	121	100	183	57

## LONGSWORD



DADDY BLADE	DADDY BLADE	SNOWE BLADE
Level 1	Level 7	Level 12
Level 2	Level 8	Level 13
Level 3	Level 9	Level 14
Level 4	Level 10	Level 15
Level 5	Level 11	Level 16
Level 6		

## RUNE AFFINITIES

FIRE	Fire	Fire	Fire	Fire
LIGHTNING	Lightning	Lightning	Lightning	Lightning
WATER	Water	Water	Water	Water
WIND	Wind	Wind	Wind	Wind
EARTH	Earth	Earth	Earth	Earth

## EQUIPMENT OPTIONS

Head	Medium and Nobility
Body	Medium and Nobility
Hands	Medium, Nobility, and Shield
Feet	Medium and Nobility
Other	Medium and Nobility

## PROFILE

Snowe is the Hero's childhood friend whose father, Lord Vingerhut, raised both. Sadly, due to being spoiled by his father, he enjoyed the privileges of rank without its responsibilities. This led to his acts of cowardice and betrayal, and eventually to turning pirate! Surely if you keep trying, however, Snowe can be redeemed.

## HOW TO RECRUIT

SE057. Once you have 107 of the Stars of Destiny, go to Mordo and talk with the man who usually sells trading information. He tells you about a castaway he saw. Go back to the ship and sail out, heading for a point SW of Mordo/NW of Obel. You run into Snowe here, and he finally deigns to join you.

## RECRUITED AT LEVEL 1

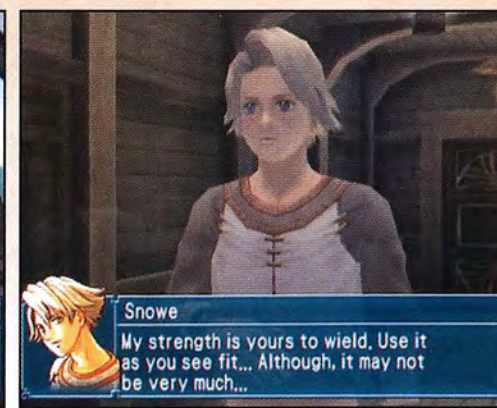
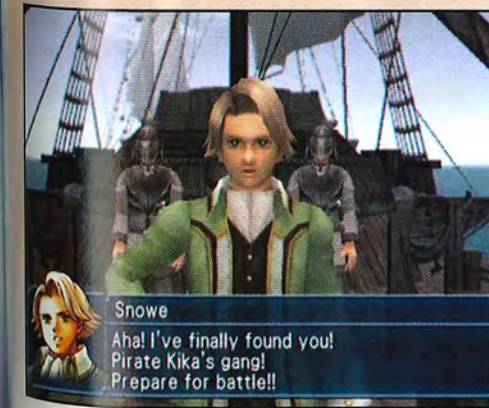
## RECOMMENDED EQUIPMENT

The Warrior set is a good one for Snowe. The Darkness Cape is also well-suited to him, despite how late in the game you get it.

## COMBO ATTACKS

Hero (beginning): "Friendship Attack"

Hero (end): "True Friends Attack"



## CHARACTERS

SELMA

SHIRAMINE

SIGURD

SNOWE

TAL

TED

TRAVIS

TRISHA/NTRIGHTAN

UGETSU

VIKI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BASIL

BREC

CARNE

CEORIC

CHADLI

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## TAL

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PROFILE

Tal is another companion from the Gaiin Knight Training Academy. He feels like you are his brother, and never stops believing in your innocence. When he is not working with you to stop the Kooluk, he is enjoying his favorite hobby: fishing.

## HOW TO RECRUIT

ME009 or ME108. Either choose him to join after the kindling ceremony on Razril, or pick him up later after freeing the island.

## RECRUITED AT LEVEL 1

## RECOMMENDED EQUIPMENT

The Goblin and Diamond sets are both optimal choices for Tal. Some items of Strength are good too, to enhance his already good stats.

## COMBO ATTACKS

Jewel, Keneth, and Paula: "Knight Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
1	10	3	2	2	2	3	2	3	3
10	102	38	20	17	23	26	18	23	27
20	206	76	40	32	48	53	35	47	57
30	281	103	54	44	64	72	48	62	77
40	353	125	69	54	80	90	59	80	97
50	427	150	81	64	99	110	70	98	117
60	499	177	94	75	116	127	81	114	136
70	524	185	99	79	119	131	85	120	142
80	550	194	106	84	127	139	91	124	147
90	580	200	109	91	133	147	97	127	152
99	605	209	116	95	138	151	100	130	158

## LONGSWORD



BABY YELLOWTAIL		YOUNG YELLOWTAIL		JUVENILE YELLOWTAIL	
Level 1	10	Level 6	86	Level 12	192
Level 2	16	Level 7	104	Level 13	204
Level 3	27	Level 8	120	Level 14	218
Level 4	42	Level 9	136	Level 15	230
Level 5	58	Level 10	149	Level 16	240
		Level 11	162		

## EQUIPMENT OPTIONS

Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man, Medium, and Shield
Feet	Man and Medium
Other	Man and Medium

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 20 Earth



Tal  
Hey!!  
You eating?!



Tal  
That's enough for me.  
I'm sorry, Hero.  
I'll join you.

## TED

■ PARTY

■ NAVAL

■ HEADQUARTERS

■ OTHER

■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
40	299	68	106	133	95	45	126	109	66
50	353	82	128	160	114	55	143	133	78
60	420	98	149	188	133	64	156	155	94
70	447	103	156	198	141	65	165	159	100
80	474	111	163	207	148	70	171	166	103
90	502	117	167	217	155	77	180	171	109
99	527	122	172	226	160	82	187	178	114

## BOW



SOFT WOOD BOW		WOOD BOW		HARD WOOD BOW	
Level 1	—	Level 5	—	Level 11	180
Level 2	—	Level 6	—	Level 12	192
Level 3	—	Level 7	—	Level 13	204
Level 4	—	Level 8	—	Level 14	220
		Level 9	144	Level 15	234
		Level 10	158	Level 16	245

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Light and Magical
Body	Light and Magical
Hands	Light and Magical
Feet	Light and Magical
Other	Light and Magical

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 40 Water



Ted  
I've made up my mind. I want to seize  
this opportunity to face my destiny  
one more time.

## PROFILE

Although he seems like a young boy, Ted has actually spent over 150 years on the Fog Ship as a thrall of the Fog Guide. He is the bearer of another True Rune, the Soul Eater, which he re-accepts when you kill the Fog Guide. He would rather you dropped him off somewhere and left him alone, but he acknowledges the debt he owes you for freeing him and remains on the ship. A good thing he does, since Ted is a must-have for any party!

## HOW TO RECRUIT

SE040. When you have 70 of the Stars and the Golden Seal, sail off to the waters between Obel and Pirate's Nest. Anchor the ship and go into the War Room to trigger the Fog Ship event. You only get one other character besides Lino En Kudes (Kika or Jeane are good choices). Trot through the Fog Ship, and Ted joins you at the end to kill the Fog guide. He reluctantly joins when you return to the HQ.

## RECRUITED AT LEVEL 40

## SPECIAL ABILITIES

Possesses the Soul Eater Rune, which drains the life from your enemies and restores Ted's.

## RECOMMENDED EQUIPMENT

Either the Pirate King or Guardian set are great for Ted. Speed Rings are a must, as well as something to boost his Defense.

## COMBO ATTACKS

Aldo: "Bow and Arrow Attack"

Aldo and Flare: "Barrage Attack (1)"

Flare and Lo Hak: "Barrage Attack (2)"

Aldo and Fredrica: "Barrage Attack (3)"

Fredrica and Lo Hak: "Barrage Attack (4)"

## CHARACTERS

SELMA

SHIRAMINE

SIGURD

SNOVE

TAL

TED

TRAVIS

TRISTANT/RIGHTAN

UGETSU

VIRI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BASIL

BRIEC

CARRIE

CEBRIC

CHADIL



# TRAVIS

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This loner has gone to serious extremes to find solitude: he hides himself in the grove at the end of the Ruins in Obel. He even resorts to tricking people into using Escape Talismans to protect his privacy! Although he is quite tall and handsome, he is prone to depression. He likes cats.

## HOW TO RECRUIT

SE056. After liberating Obel, go through the Ruins past the golem to where Travis is brooding. Talk to him, and he asks you to prove you have an Escape Talisman by using one. Go ahead and do it, then run back through the Ruins and talk to him again. This time he joins you.

## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

The Master and Goblin sets each have something to offer Travis. His stats are kind of lackluster, so use lots of Stones if you put him in your party.

## COMBO ATTACKS

Jeremy and Trishton: "Reverse Adonis Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	308	66	47	38	65	63	55	75	55
30	325	76	54	44	75	72	64	87	62
40	363	96	69	54	95	90	83	109	77
50	401	116	81	64	114	110	99	133	94
60	437	136	94	75	133	127	113	155	111
70	467	141	99	79	141	131	118	159	118
80	493	146	106	84	148	139	122	166	121
90	523	152	109	91	155	147	128	171	124
99	549	157	116	95	160	151	132	178	131

## THROWING DARTS



STONE		OBSIDIAN		MARBLE	
Level 1	20	Level 5	85	Level 11	180
Level 2	35	Level 6	99	Level 12	192
Level 3	46	Level 7	114	Level 13	204
Level 4	60	Level 8	130	Level 14	220
		Level 9	144	Level 15	234
		Level 10	158	Level 16	245

## EQUIPMENT OPTIONS

Head	Light and Magical
Body	Light and Magical
Hands	Light and Magical
Feet	Light and Magical
Other	Light and Magical

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8

Can participate in a boarding action.



# TRISHTAN

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	269	36	84	30	38	84	106	88	35
30	306	41	96	34	44	97	113	93	43
40	382	52	120	44	55	122	126	103	53
50	458	64	142	52	66	145	140	113	65
60	532	74	166	62	78	169	152	123	76
70	562	79	176	67	85	179	160	128	85
80	591	86	183	75	92	189	167	135	89
90	617	94	191	81	99	196	174	143	97
99	643	98	198	84	103	204	181	145	103

## LONGSWORD



SPIRIT		BRAVERY		ASPIRATION	
Level 1	10	Level 6	86	Level 12	192
Level 2	16	Level 7	104	Level 13	204
Level 3	27	Level 8	120	Level 14	218
Level 4	42	Level 9	136	Level 15	230
Level 5	58	Level 10	149	Level 16	240
		Level 11	162		

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Medium
Body	Medium
Hands	Medium and Shield
Feet	Medium
Other	Medium

## PROFILE

Trishton is one of the residents of Obel who chose not to leave with you and instead stays through the occupation. He is a hypochondriac who constantly affects a cough. Trishton is always asking after Doctor Yu, who supplies him with the "special medicine" (aka flour) that he thinks he needs. Despite this peculiarity, he's actually very healthy and quite a good fighter.

## HOW TO RECRUIT

SE054. Have Doctor Yu in your support slot when you free Obel and go ashore. Trishton is overjoyed to see Yu again and joins when you talk to him.

## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

Either the Ninja or Master set are good for Trishton. The Killer Rune is a good choice as well.

## COMBO ATTACKS

Jeremy and Travis: "Reverse Adonis Attack"



CHARACTERS

SEMA

SHIRAMINE

FIGURD

SNOWE

TAL

TED

TRAVIS

TRISHTAN

WERTSU

VIRI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BADU

BIBI

CARNE

CECIE

CECIL

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



# UGETSU

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PROFILE

Ugetsu is Shiramine's younger apprentice in the world of fishing that they both adore. He spends all his time learning from Shiramine and practicing his trade. You can learn from him as well, and catch fish which can be turned into tasty treats!

## HOW TO RECRUIT

SE014. After recruiting Elenor, go to the docks at Na-Nal and talk to him.

## RECRUITED AT LEVEL 20

## EXTRA FUNCTION

Runs Pole-Fishing mini-game off of the rear of Deck 2.

## RECOMMENDED EQUIPMENT

Both the Goblin and Hero sets work well for Ugetsu. Give him all the Stones you find to offset his lackluster stats.

## COMBO ATTACKS

Shiramine: "Fisherman Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
20	206	56	33	39	32	38	35	24	30
30	281	76	44	52	44	53	48	34	43
40	353	96	55	67	55	69	59	43	53
50	427	116	67	84	66	84	70	51	65
60	499	136	78	100	78	97	81	60	76
70	524	141	84	106	85	101	85	66	85
80	550	146	88	110	92	109	91	73	89
90	580	152	93	117	99	117	97	77	97
99	605	157	97	123	103	121	100	83	103

## AXE



AXE		GOLD AXE		PLATINUM AXE	
Level 1	20	Level 6	100	Level 12	200
Level 2	35	Level 7	115	Level 13	212
Level 3	45	Level 8	130	Level 14	228
Level 4	60	Level 9	140	Level 15	240
Level 5	70	Level 10	155	Level 16	255
		Level 11	170		

## EQUIPMENT OPTIONS

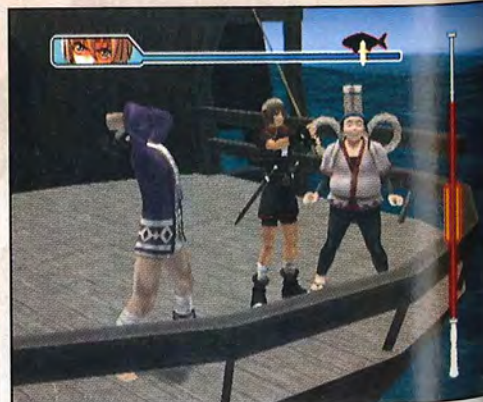
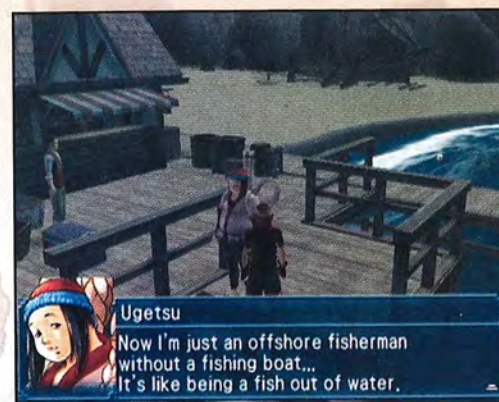
Head	Man and Medium
Body	Heavy, Man, and Medium
Hands	Man, Medium, and Shield
Feet	Man and Medium
Other	Man and Medium

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 6 Water



# VIKI

■ PARTY ■ NAVAL ■ HEADQUARTERS ■ OTHER ■ SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
26	127	37	105	90	76	31	76	36	32
30	148	41	111	99	84	35	84	40	36
40	201	52	124	126	107	45	105	50	42
50	255	64	136	151	131	55	127	60	52
60	310	74	152	173	153	64	148	72	61
70	339	79	161	183	159	65	158	75	66
80	367	86	168	191	166	70	166	83	68
90	394	94	176	199	171	77	173	87	73
99	420	98	182	207	177	82	179	92	78

## STAFF



WAND		WOW WAND		WOW WOW WAND	
Level 1	5	Level 6	50	Level 12	130
Level 2	10	Level 7	70	Level 13	160
Level 3	18	Level 8	80	Level 14	170
Level 4	26	Level 9	95	Level 15	185
Level 5	38	Level 10	105	Level 16	200
		Level 11	120		

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Girl and Magical
Body	Girl and Magical
Hands	Girl and Magical
Feet	Girl and Magical
Other	Girl and Magical

## PROFILE

This young sorceress is a teleportation specialist—although she doesn't control it as well as she'd like. The first time you meet her, she had sneezed and unexpectedly arrived near the Nay-Kobold settlement. In combat, she teleports random objects onto enemies' heads (or teleports the enemies away entirely!), but her real usefulness lies in the Glowing Hand Mirror she gives you and her larger Teleport Mirror aboard your HQ.

## HOW TO RECRUIT

SE016. Talk to her when you meet her by the Nay-Kobold suspension bridge, after which she vanishes. On the way back out, she returns, asking for protection. Grant it, and she'll come aboard.

## RECRUITED AT LEVEL 26

## SPECIAL ABILITIES

Possesses the Blinking Rune, which is the source of her wacky teleportation magic.

## EXTRA FUNCTION

Teleports you to almost anywhere you've previously been, and back to the ship from anywhere to her Mirror on Deck 2. Priceless.

## RECOMMENDED EQUIPMENT

The Unicorn and Mermaid sets are both optimal for Viki, as well as the obligatory Speed boosts.

## COMBO ATTACKS

Millay and Rita: "Nymph Attack"



## CHARACTERS

SEMA

SHIRAMINE

SIGOURD

SNOWE

TAL

TED

TRAVIS

TRESHAN

UGETSU

VIKI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BASIL

BREC

CARME

CEDRIC

CHADIL



# WARLOCK

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Warlock is the genius behind the design of Rune Cannons and their ammunition. Disgusted with himself because of the havoc his invention has caused, Warlock retreats to a hidden cave for a life of solitary research. Despite his appearance as a curmudgeonly misanthrope, he actually has a big heart and is pleased to join your fight.

## HOW TO RECRUIT

SE051. You must have freed Razril and have at least 80 Stars of Destiny to recruit Warlock. Talk to Pablo in Rune Cannon Control and he shares a rumor about Warlock. Head to the Empty House in Middleport, answer "24 Potch" to the question asked, and you find yourself in an underground complex. Beat the dragon guarding Warlock's cave and talk to him to get him to join.

## RECRUITED AT LEVEL 34

## SPECIAL ABILITIES

Comes with the Mother Earth Rune, an upgraded Earth Rune. Also possesses the Flowing Rune, a high class Water Rune.

## RECOMMENDED EQUIPMENT

The Magical set is the one for Warlock. Give him as much extra Evasion and Speed as you can, and he'll destroy anything you fight.

## COMBO ATTACKS

Pablo: "Master/Pupil Attack"

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
34	169	27	26	119	122	39	118	37	38
40	201	33	32	133	138	45	126	43	42
50	255	36	40	160	165	55	140	51	52
60	310	40	45	188	192	64	152	60	61
70	339	42	47	198	202	65	160	66	66
80	367	48	50	207	212	70	167	73	68
90	394	51	55	217	222	77	174	77	73
99	420	52	61	226	230	82	181	83	78

## STAFF



DRIFTWOOD CANE	AGED WOOD CANE	SACRED WOOD CANE
Level 1 5	Level 6 50	Level 12 130
Level 2 10	Level 7 70	Level 13 160
Level 3 18	Level 8 80	Level 14 170
Level 4 26	Level 9 95	Level 15 185
Level 5 38	Level 10 105	Level 16 200
	Level 11 120	

## EQUIPMENT OPTIONS

Head	Magical
Body	Magical
Hands	Magical
Feet	Magical
Other	Magical

## RUNE AFFINITIES

FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.  
Rune Cannon: 60 Earth, 50 Water



# WENDEL

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PERSONAL STATS

LEVEL	HP	STR	SKL	MAG	EVA	DEF	M.DEF	SPD	LUCK
25	152	45	55	87	99	40	41	75	55
30	180	51	64	99	110	45	48	87	62
40	236	68	82	126	138	56	59	109	77
50	294	82	101	151	165	67	70	133	94
60	337	98	120	173	192	78	81	155	111
70	373	103	126	183	202	84	85	159	118
80	401	111	131	191	212	90	91	166	121
90	429	117	138	199	222	93	97	171	124
99	454	122	142	207	230	100	100	178	131

## ASSASSIN CLAWS



TAKE THIS!	RUN FOR YOUR LIFE!	YOU SCUMBAG!
Level 1 10	Level 5 74	Level 10 160
Level 2 20	Level 6 90	Level 11 170
Level 3 35	Level 7 105	Level 12 180
Level 4 50	Level 8 118	Level 13 190
	Level 9 130	Level 14 210
		Level 15 230
		Level 16 250

## RUNE AFFINITIES

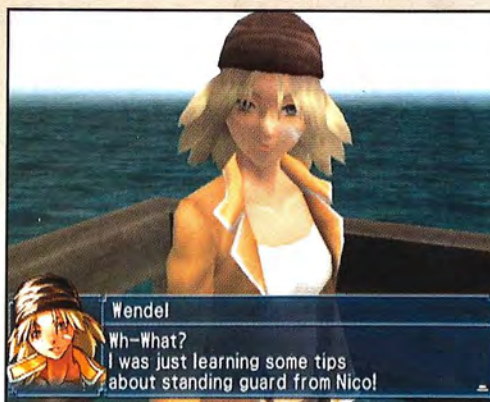
FIRE				
LIGHTNING				
WATER				
WIND				
EARTH				

## EQUIPMENT OPTIONS

Head	Girl and Light
Body	Girl and Light
Hands	Girl and Light
Feet	Girl and Light
Other	Girl and Light

## NAVAL BATTLE

Followers brought to Battle: 8  
Can participate in a boarding action.



## PROFILE

This spunky teenager wants nothing more out of life than to be a ship's lookout like Nico. She takes a careless tone with everyone but him, which unnerves him, to say the least! Although she is not very strong, she is extremely quick: an asset to any party.

## HOW TO RECRUIT

SE054. After freeing Obel, Wendel is down on the docks. Talk to her, and she's thrilled to join.

## RECRUITED AT LEVEL 25

## RECOMMENDED EQUIPMENT

The Silk set is where it's at for Wendel. You should also invest in anything which augments her Evasion, since she has low hit points compared to some of the other Stars of Destiny.



CHARACTERS

SELMA

SHIRAMINE

SIGURD

STOWE

TAL

TED

TRAVIS

TRISHYANTRISHYAN

WAGNER

WEND

WARLOCK

WENDEL

ADRIENCE

AGNES

BARE

BASH

BREX

CARNE

CEDRIC

CHADIL

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## ADRIENNE

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

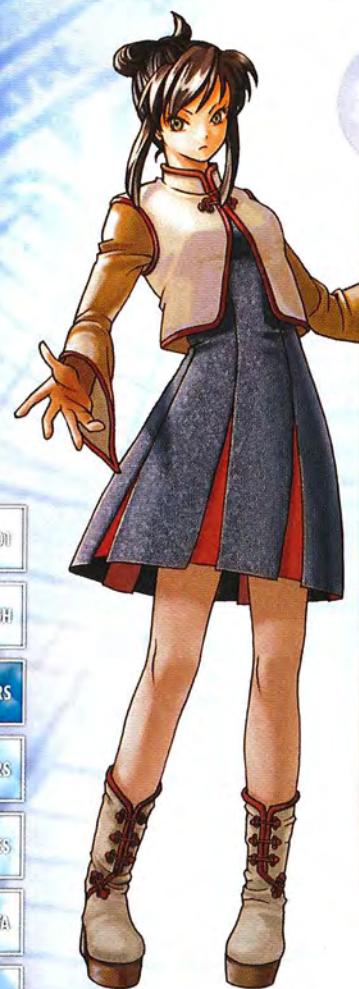
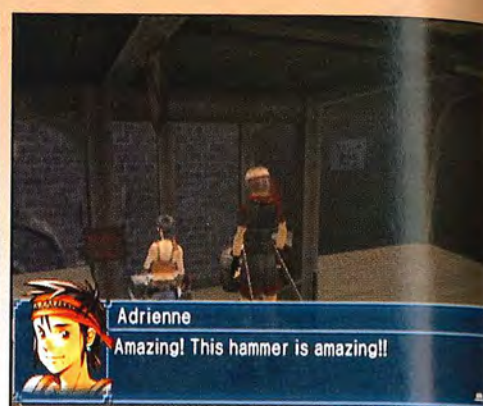
This tomboy likes nothing more than to be working at her forge. She is always very cheerful, and never more so than when given a new hammer to work with. She is originally from Middleport, but likes to travel.

## EXTRA FUNCTION

Strengthens weapons, adds rune pieces, and allows you to make armor.

## HOW TO RECRUIT

SE012. Either talk to her in Obel after the Kooluk attack and invite her aboard, or wait until you have the Golden Seal and find her at the Middleport smithy. For the latter, you must bring her the Silver Hammer before she'll join.



## AGNES

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Agnes is the serious and devoted apprentice of Lady Tactician Elenor. She lives on Hermitage Island with Elenor, helping the reclusive tactician to keep meddlers away, and learning all she can. She ends up having a rivalry with Tanya for Elenor's attention and knowledge.

## SUPPORT ABILITIES

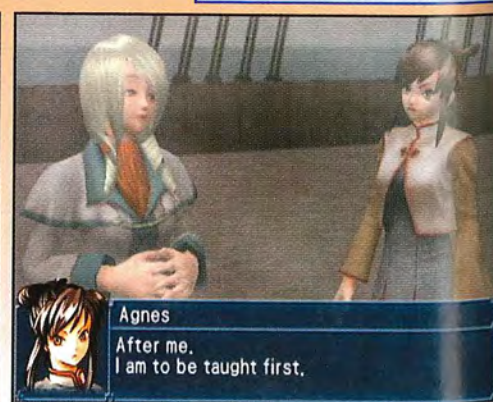
Healing

## HOW TO RECRUIT

ME086. She joins automatically when Elenor does.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 8  
Rune Cannon: 7 Water, 7 Lightning



## BANG

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Bang is one of the few humans who chooses to live in the Nay-Kobold settlement. He runs the lottery there, catering to the small population of gambling Nay-Kobolds. He enjoys watching the alternation of joys and sorrows of people playing the lottery.

## EXTRA FUNCTION

Runs lottery on Deck 3.

## HOW TO RECRUIT

SE016. After getting the Golden Seal, head to the Nay-Kobold village and chat him up.



## BASIL

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

The speedy and resourceful Basil is one of the Hero's friends who remained behind on Razril during the Kooluk occupation. He managed to stay one step ahead of them, although he is grateful to be rescued by you.

## EXTRA FUNCTION

Runs the Tops mini-game.

## HOW TO RECRUIT

SE043. Talk to him in the Main Square of Razril after liberating it, and he'll be happy to join you.

## SUPPORT ABILITIES

Money Found

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 4 Lightning



## CHARACTERS

SEMA

SHIRAMINE

SIGURD

SNOWE

TAL

TED

TREVIN

TWIN TWINSHIN

TIGER

VIRI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BASIL

BREC

CAME

CEDRIC

CHAD

FIGHTING 100

WALKTHROUGH

CHARACTERS

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## BREC

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

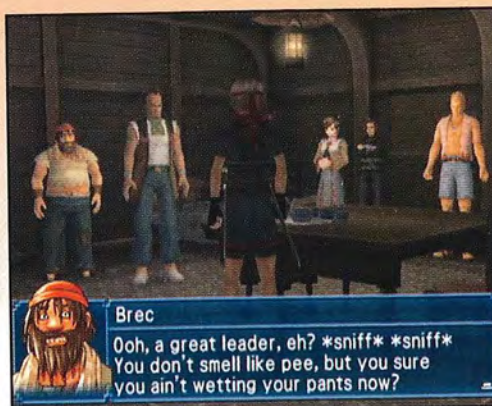
This filthy pirate is Jango's brother. Although he is rude and unwashed, like his brother he is an excellent seaman. When he's not barging into people's rooms, he is indulging his favorite hobby: eating.

## HOW TO RECRUIT

SE030. When you have 50 of the Stars of Destiny and the Golden Seal, go to your quarters (actually through the door, not teleporting) to trigger Jango and Brec's event. They join you whether you like it or not!

## NAVAL BATTLE

As captain: Mobility 20, Hull +10  
Followers brought to Battle: 18  
Rune Cannon: 5 Lightning



## CARRIE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Carrie is Doctor Yu's young and charming apprentice. She went out to gather herbs and medicines for him, and when she got back, he was gone! When they are finally reunited, it is clear how much they care for each other.

## EXTRA FUNCTION

Runs the Ward.

## SUPPORT ABILITIES

Healing

## HOW TO RECRUIT

SE054. When you free Obel, have Yu in the Support slot and talk to her in town.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 15 Water



FIGHTING 1001

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

## CEDRIC

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

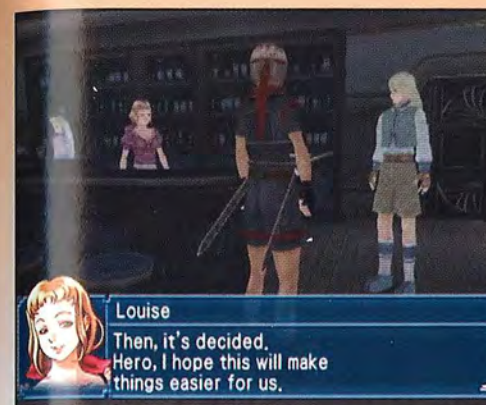
This young man loves to run! He is well-known for being very fast and always in a hurry. He's also running from a 5,000 Potch debt incurred at the Dappled Sunshine for a meal with Rachel; something he fails to mention when he joins.

## SUPPORT ABILITIES

Items Found

## HOW TO RECRUIT

SE010. Either talk to him in the inn at Obel during the Kooluk attack, then talk with Louise back at your HQ. Otherwise, when you go back to Obel to free it (without Louise in your party), it's possible to catch him at the equipment shop.



## CHADLI

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Chadli is an armorer of excellent reputation who at first seems unassuming. Once he opens his shop, however, it turns out that he has all sorts of great equipment for sale.

## EXTRA FUNCTION

Sells equipment items on Deck 3.

## HOW TO RECRUIT

ME051. He is part of your ship before it's a ship, but when the Kooluk attack he might have wandered off, so find him in Obel and talk to him.



CHARACTERS

SEMA

SHRAMINE

SIGORD

SNOWE

TAL

TED

TRAME

TRISH ANTRICHIAN

UGESU

VINI

WARLOCK

WENDEL

ADRIENNE

AGNES

BANG

BASIL

BREC

CARRIE

CEDRIC

CHADLI



## DEBORAH

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Oskar's best friend in the world is this elderly fortune-teller from Middleport. She always drinks tea with him at the Middleport Inn, at least until she is beguiled by your "interesting fortune" and is moved to come aboard the ship.

## EXTRA FUNCTION

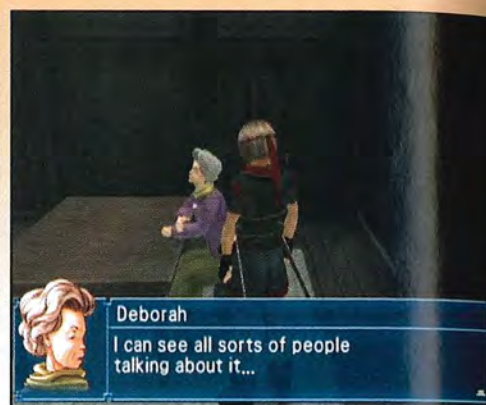
Gives you vague hints about some Stars of Destiny you can recruit.

## SUPPORT ABILITIES

Appraise

## HOW TO RECRUIT

SE031. After the Middleport event, talk to her at the inn.



## ELENOR

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Although she appears to be a broken woman, alcoholic and bitter, this Scarlet Moon tactician's mind is as sharp as ever. She drugs everyone who invades her privacy, aided by her apprentice Agnes. However, she is impressed by the Hero's constitution, and finally agrees to help him.

## EXTRA FUNCTION

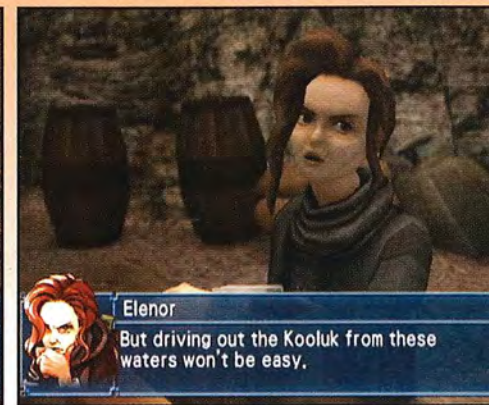
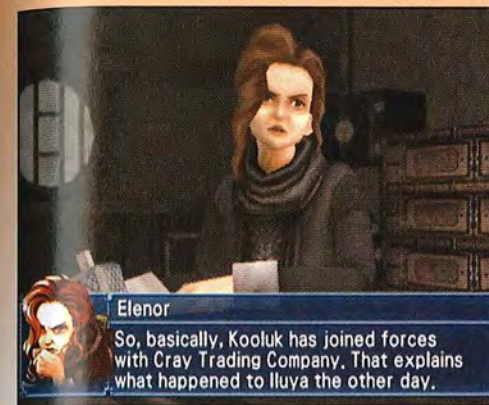
She is the catalyst for many events aboard the HQ.

## HOW TO RECRUIT

ME086. Talk to her on Hermitage Island, and she asks you to fetch her an item from the Forest. Do so, and she joins you.

## NAVAL BATTLE

Plans many of your tactics and tells you what your opponents have for their Rune Cannons.



## DESMOND

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Stuttering and shy, Desmond is nonetheless a useful adjutant. Assigned as your liaison on Obel to keep you out of trouble and help you find your way around, he ends up staying with you when you flee that island. He is great for Naval engagements early on since he has a good assortment of Rune Cannon affinities.

## EXTRA FUNCTION

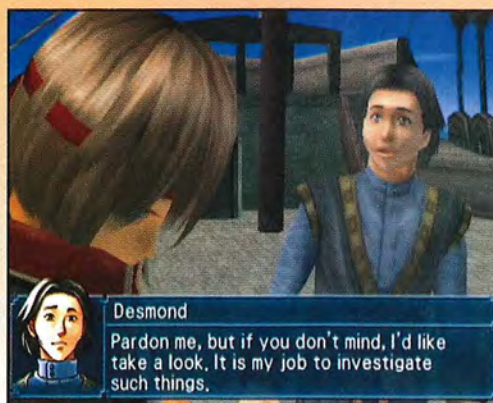
Manages the Stars of Destiny Roster and lets you change characters in your various parties.

## HOW TO RECRUIT

ME051. Joins you automatically after you talk to Lino En Kuldes the first time you go to Obel.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 6  
Rune Cannon: 10 Earth, 10 Wind, 8 Fire



## EMA

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

This down-to-earth lady is Gary's wife. The two of them were on Obel sightseeing when the Kooluk invaded, and they helped Flare form the resistance. She likes to see new places and things!

## SUPPORT ABILITIES

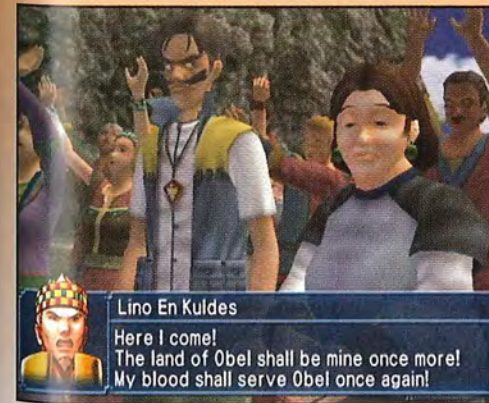
Healing

## HOW TO RECRUIT

SE054. After freeing Obel, go chat with her and Gary by the royal palace in Obel and they join.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 10 Water



## CHARACTERS

DEBORAH

DESMOND

ELENOR

EMA

ETIERNE

FURCH

GARETH

GARY

GINTER

HARUTO

HOB

HANGO

KEEN

KEVIN

LILIAN

LUCEN

LULAN

LULON

LULON

LULON

FIGHTING TIPS

WALKTHROUGH

CHARACTERS

HEADQUARTERS

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ITEM DATA

BESTIARY





## ETIENNE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

This gentle troubadour works for Reinbach III. He feels that without someone of sufficient discretion to hear his music, the sounds are wasted. Fortunately, he puts you in that category, and will put on quite a show for you at your request.

### EXTRA FUNCTION

Reproduces the music of Suikoden IV in Saloon.

### HOW TO RECRUIT

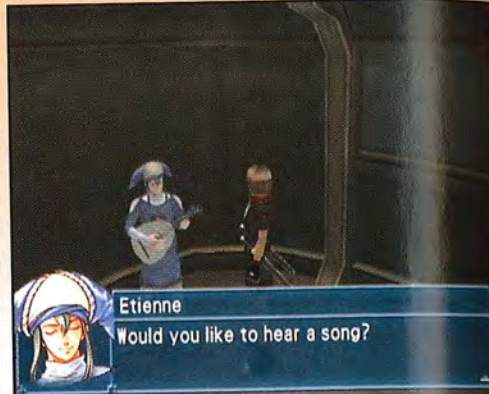
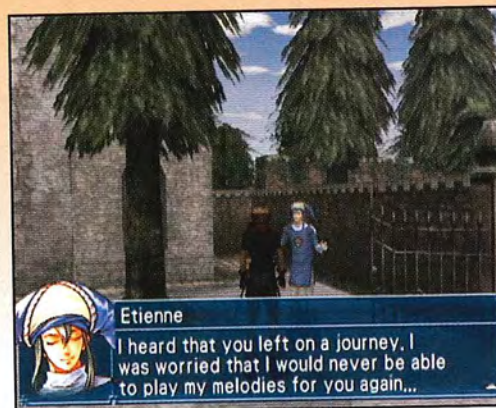
SE034. After the Middleport event, go to the Reinbach estates with Reinbach III in your party and talk to him.

### NAVAL BATTLE

As captain: none

Followers brought to Battle: 0

Rune Cannon: 4 Earth



## FUNGHI

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

This cheerful patriot stayed behind on Razril to look after the people there. He cooks for the remaining Knights of Gaien and helps the people of Razril keep their spirits up. When he joins you, he promises to do the same for you.

### EXTRA FUNCTION

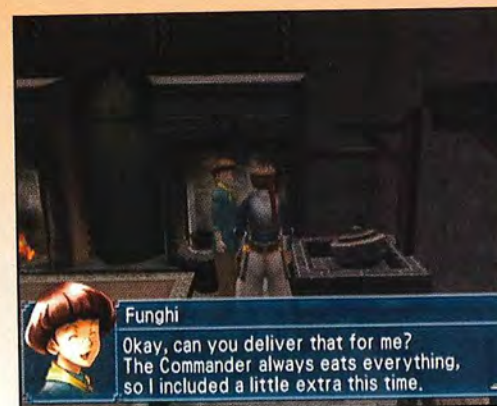
Sells yummy baked goods on Deck 3.

### SUPPORT ABILITIES

Cook

### HOW TO RECRUIT

SE047. On the second day after freeing Razril, talk to Funghi twice in the kitchen and he joins.



## GARETH

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Fussy and meticulous, Gareth is the engraver and sculptor who fashioned the Rose Crest which Reinbach III gives to you. He is very possessive about his creations, and comes aboard to keep an eye on the delicate token of friendship.

### EXTRA FUNCTION

Builds a statue of you.

### HOW TO RECRUIT

SE035. After you get the Rose Crest and Reinbach III joins, put the aristocrat in your party and head back to Nay. Talk to Gareth, and he begs to join.



## GARY

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Ema's husband looks more like a villain than a good guy, yet he is a firm believer in justice and freedom. Although he and his wife are not natives of Obel, they still help Flare and Setsu rally the people to free the island.

### SUPPORT ABILITIES

Healing

### HOW TO RECRUIT

SE054. After freeing Obel, go chat with him and Ema by the royal palace in Obel and they join.

### NAVAL BATTLE

As captain: none

Followers brought to Battle: 0

Rune Cannon: 10 Lightning



FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

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CHARACTERS

DEBORAH

DESMOND

ELENOR

EMA

ETIENNE

FUNGHI

GARETH

GARY

GUNTHER

HARUTO

ISOBEL

JANICE

KEEN

KEVIN

LIAN

LUEN

LUIN

LUON

LUOON

LOUISE



## GUNTER

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Gunter is a big believer in fate and fortunes—not hard to believe about a man who makes his living by playing dice games! He also has a mysterious means of transportation, since despite the war he manages to get from island to island with no difficulties.

## EXTRA FUNCTION

Runs dice mini-games in Saloon.

## SUPPORT ABILITIES

Money Found

## HOW TO RECRUIT

SE054. Play dice with him in Middleport, then again in Na-Nal. Talk to him a last time in Obel after freeing it, and he joins.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 6 Wind



## IGOR

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Igor is the owner of the Mordo bath house. He came up with the scam with the Lo siblings to revive a failing business. When you pick him up, he turns to his other interest, coin flipping, and challenges all comers to a rousing game of "Heads or Tails."

## EXTRA FUNCTION

Runs coin mini-games in Saloon.

## SUPPORT ABILITIES

Items Found

## HOW TO RECRUIT

SE029. After picking up the Los, go straight back to Mordo without putting them in your party. He's by the bath house, and joins you if you talk to him.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 4 Water



## HARUTO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

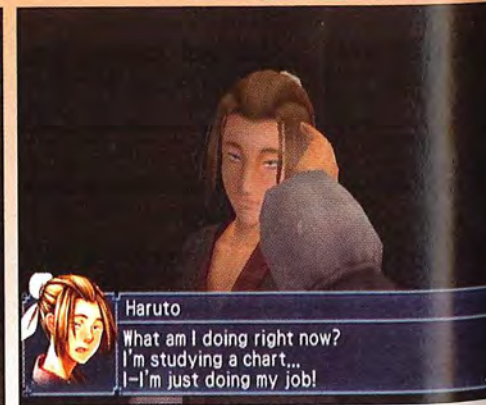
This solitary soldier's true interest is cartography, and he can spend hours poring over maps and charting courses. He seems a little slow when you talk to him, but that's because he's so deep in thought that he can't be bothered with anything else.

## HOW TO RECRUIT

ME074. Comes standard with the HQ ship.

## NAVAL BATTLE

As captain: Mobility 6, Range +2  
Followers brought to Battle: 8  
Rune Cannon: 4 Water, 4 Wind



## JANGO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

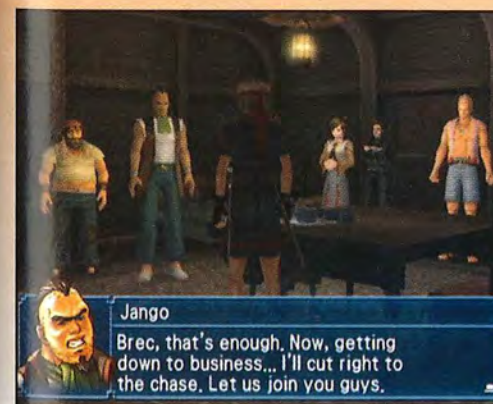
This brash pirate and his brother invade your quarters one night, demanding to be taken on as seamen. Jango was originally a freelance buccaneer, but found that with Kooluk on the move he couldn't operate as freely as before. Although he is rude and uncouth, he knows his way around a ship!

## HOW TO RECRUIT

SE030. When you have 50 of the Stars of Destiny and the Golden Seal, go to your quarters (actually through the door, not teleporting) to trigger Jango and Brec's event. They join you whether you like it or not!

## NAVAL BATTLE

As captain: Mobility 25, Move +2  
Followers brought to Battle: 22  
Rune Cannon: 6 Wind



## CHARACTERS

DEBORAH

DESMOND

ELENOR

EVA

ETIENNE

FURIOH

GARETH

GARY

GUNTER

HARUTO

IGOR

JANGO

KEEN

KEVIN

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY

LUCY





## KEEN

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

This scary old man is actually a bounty hunter out to collect Sigurd's head for a betrayal of brethren and employer. Completely mercenary, he only joins you to keep an eye on Sigurd so the pirate doesn't escape his clutches again.

### EXTRA FUNCTION

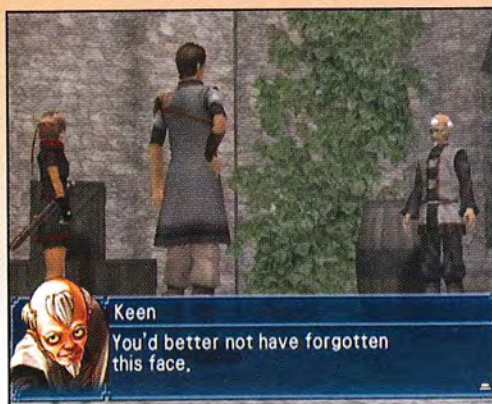
Runs confession booth.

### HOW TO RECRUIT

SE032. Take Sigurd with you for the Middleport event and talk to Keen. Return later without Sigurd and talk to him again. He offers to join you for 10,000 Potch. You can bargain him down to 9,999, but that's as far as it goes. Pay, and he joins.

### NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 10 Fire



## KEVIN

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

This unfortunate native of Iluya was washed up with his wife, Pam, on the shore of Nay after the destruction of their home island. Luckily, they were taken in by the chief of Nay. Once they recover, they are eager to join.

### EXTRA FUNCTION

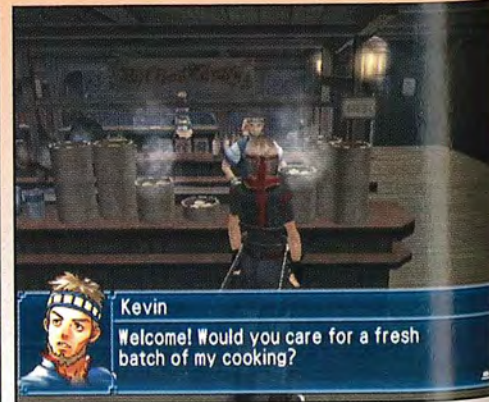
Turns the fish you catch into healing items and sells his own cooking as well. Yum!

### HOW TO RECRUIT

ME104. You hear about them often, but until you get the Nay chief to agree to join your fight, you won't get much besides rumors. He tells you to come back later and meet some people, so go to the world map, then return and talk to them.

### SUPPORT ABILITIES

Cook



FIGHTING 1001

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

## LILAN

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Youngest of the five mermaid sisters, cute little Lilan is also the shyest. She fled the mermaid poachers and ended up in the waters around Nay. She is very happy to be reunited with her elder sisters.

### EXTRA FUNCTION

Allows you to make all kinds of accessories on Deck 5.

### HOW TO RECRUIT

SE021. Cast Shiramine's net in Nay Harbor, then take a spin around the island before bringing it up. Look! A mermaid!



## LILIN

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

After swimming around a while to escape the Gray ships, Lilin ended up in the same cave as her younger sister Lilan. She has a meek character and sweet voice in keeping with her personality.

### EXTRA FUNCTION

Allows you to make all kinds of accessories on Deck 5.

### HOW TO RECRUIT

SE020. After recruiting Taisuke, head back into the cave one more time and talk to Lilin.



### CHARACTERS

DEBORAH

DESMOND

EENOR

EWY

ETENNE

FINGH

GARDE

GARY

GINTER

HARUTO

ICOR

DANCO

KEEN

KEVIN

LILAN

LILIN

LILIN

LILIN

LILIN

LOUISE



## LILIN

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Hiding all by herself on the Deserted Island, Lilin mistakes you at first for a poaching party. When she finds out that's not the case, she's as grateful as might be expected. A classic damsel in distress, she even asks you to slay a monster for her!

## EXTRA FUNCTION

Allows you to make all kinds of accessories on Deck 5.

## HOW TO RECRUIT

ME058. Keep trying to approach her in the cave on the Deserted Island in between picking up rope and coconuts. After finishing all three tasks, she finally talks to you. Kill the crab for her, then head on out. Once you have 10 Stars of Destiny, she joins you at Na-Nal if you shoot the merchant ship.



## LILON

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Big sister Lilon is the most outspoken and forthcoming of the mermaid sisters. She takes the initiative in tracking you down to find Lilin, and won't take "no" for an answer when she asks if she can join you.

## EXTRA FUNCTION

Allows you to make all kinds of accessories on Deck 5.

## HOW TO RECRUIT

SE023. After the Snowe/Razril event, sail back to the Pirate's Nest where she intercepts you.



## PROFILE

The pert and talkative Louise runs the Saloon on your HQ even before it becomes a ship. Of ambiguous age, Louise isn't afraid to offer advice or talk back to anyone, even rough pirate captains like Dario! She will neither confirm nor deny the rumors that Ornan likes her, however.

## EXTRA FUNCTION

Lets you choose your party, rest, or save in the Saloon.

## HOW TO RECRUIT

ME051. Comes with your HQ.

## SUPPORT ABILITIES

Healing



## LILLOON

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

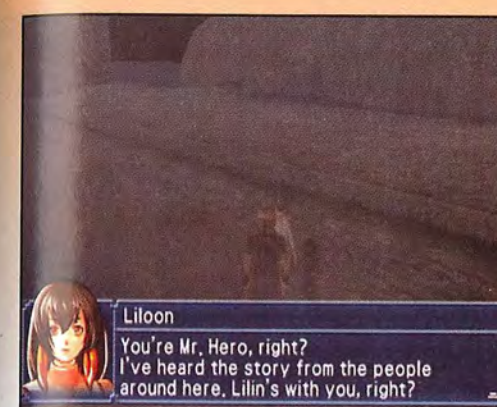
Another victim of Cray Trading Company's endless hunger for mermaid skins, Lilloon was separated from her sisters in her flight. Very wary of humans (with good reason!), she only shows herself when she sees her other sisters.

## EXTRA FUNCTION

Allows you to make all kinds of accessories on Deck 5.

## HOW TO RECRUIT

SE024. While you still have the Golden Seal, gather all the other four mermaids. Then go to Iluya. Lilloon is on the docks down the little set of stairs, and joins if you talk to her.



## CHARACTERS

DEBORAH

DESMOND

ELENOR

EMA

ETIENNE

FUNCHI

GARY

GARY

GUTTER

HARUTO

HIGER

HIGER

KEEN

KEVIN

LILAN

LILON

LILLOON

LOUISE

FIGHTING 1001

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



# MANU

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

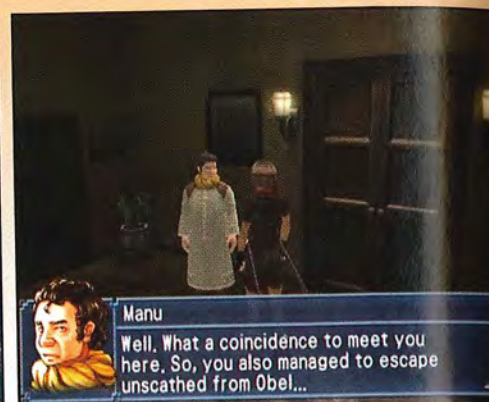
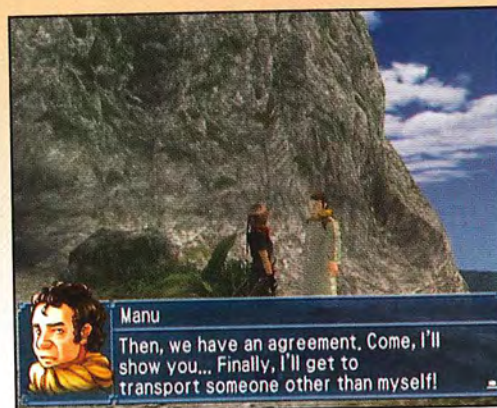
Manu loves high places, and has developed a fantastic new technology he calls an "elevator." In its rudimentary form it takes you from cliff to shore in Obel, but he installs the upgraded version on your HQ that can transport you from deck to deck.

## EXTRA FUNCTION

Runs the elevator on your HQ.

## HOW TO RECRUIT

SE014. Joins you at the inn on Na-Nal if you talk to him.



# MICKY

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This erstwhile servant of Lord Middleport is the perfect flunky: nervous, constantly fretting, and passionately devoted to his master. When Reinbach II fires him, he transfers that devotion to Reinbach III, who promises to take care of him.

## HOW TO RECRUIT

SE033. When you recruit Reinbach III, Micky comes along.

## NAVAL BATTLE

As captain: none

Followers brought to Battle: 0

Rune Cannon: 4 Fire



# MAO

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

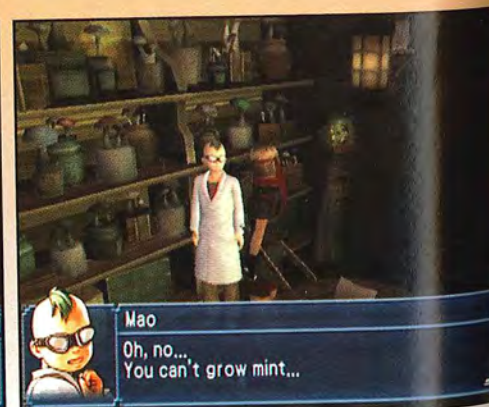
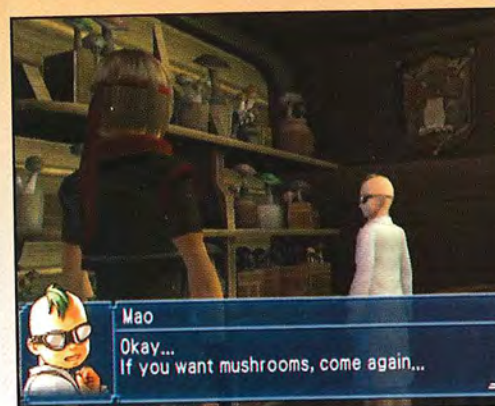
Nao's twin brother is a mycologist, and violently opposed to the mint his sibling grows. Mao likes mushrooms, and would much rather see you grow them! He appears mysteriously in the Forbidden Room on your ship.

## EXTRA FUNCTION

Involved in the Mushroom vs. Mint War mini-game.

## HOW TO RECRUIT

SE013. At one point, Tov tells you he's scared because there's a room he didn't remember building. Investigate it, and there's Mao.



# NABOKOV

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This serious man has a dream of one day discovering a fabulous treasure. To him, traveling with you is like part of that dream come true. Surely in your travels, he reasons, you will come across something rare and beautiful.

## EXTRA FUNCTION

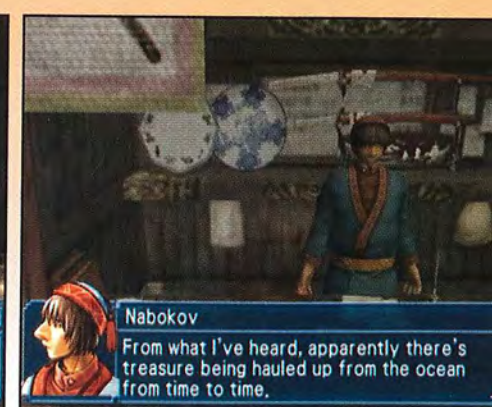
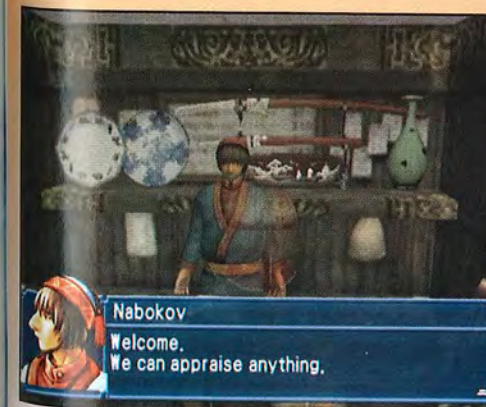
Appraises items on Deck 3.

## SUPPORT ABILITIES

Appraisal

## HOW TO RECRUIT

SE054. After freeing Obel, talk to him at the Obel appraisal shop and agrees to join.



## CHARACTERS

MANU

MAO

MICKY

NABOKOV

NAO

NAO

NAO

NICO

NICO

OLEG

OSCAR

PAM

PECOLA

PERCIVAL

PHIL

RAGNI

RAMONA

RENE

RINE

SARAH

TAKUKE

TANTA

TOV

YU



# NALLEO

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Nalleo is Pirate Dario's young son. Despite his tender age, he is already a superlative sailor. He often finds himself in the position of trying to keep his hot-tempered dad from making a fool of himself, especially in front of their commander, Kika.

## SUPPORT ABILITIES

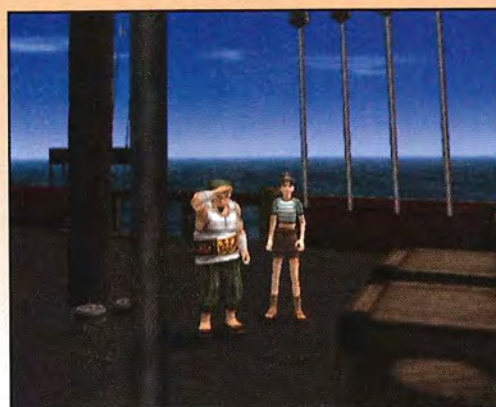
Items Found

## HOW TO RECRUIT

ME077. He joins at Pirate's Nest with Sigurd, Hervey, Kika, and Dario after you decide to work together against the Kooluk.

## NAVAL BATTLE

As captain: Mobility 6, Hull +20  
Followers brought to Battle 10  
Rune Cannon 4 Fire, 4 Lightning



# NATALY

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

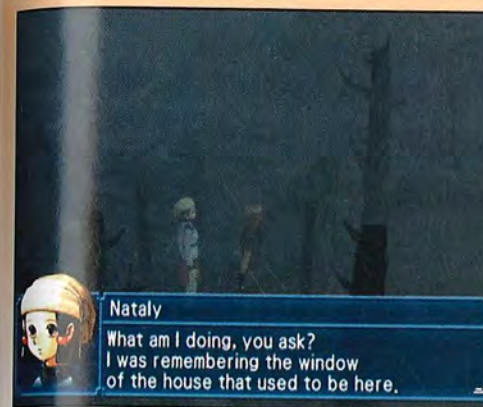
She is one of the few survivors of the devastation of Iluya. She used to love to sit at her window and look out at the green view, but due to the Kooluks, she is bereft of such happy pastimes. She joins you in the hope that one day you'll restore her home and window.

## EXTRA FUNCTION

Changes text box color and style if you bring her Window Sets.

## HOW TO RECRUIT

SE017. Talk to her when you visit ruined Iluya, and she joins.



# NAO

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

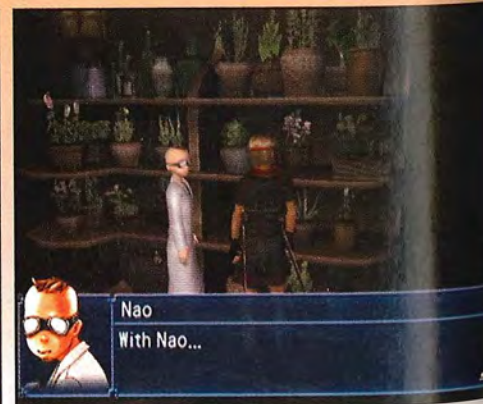
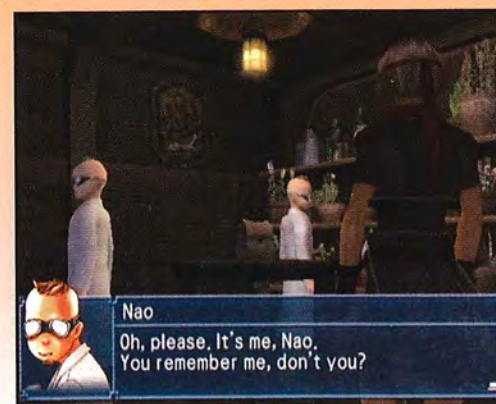
This mint-growing horticulturalist has a twin brother, Mao, with whom Nao is in constant rivalry. He appears suddenly in the Forbidden Room, all prepared to wage war against the mushrooms. Not much is known about these strange twins other than their passion for growing things.

## EXTRA FUNCTION

Part of the Mushroom vs. Mint War mini-game.

## HOW TO RECRUIT

SE013. Once you have Mao, Nao appears a while later.



# NICO

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

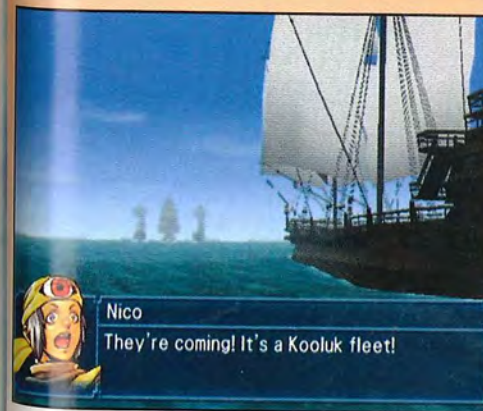
Sharp-eyed Nico is the lookout aboard your HQ, alerting you to the presence of enemy fleets and sea monsters. Unjustly reprimanded for failing to see the Fog Ship, he is actually so good at his job that he has attracted a groupie: Wendel.

## OTHER CONTRIBUTION

Look out! An enemy fleet!

## HOW TO RECRUIT

ME074. He's aboard the ship when you get it.



## CHARACTERS

MANU

MAO

MICKY

NABOKOV

NALLEO

NAO

NATALY

NICO

NOAH

OSCAR

PAM

PEGOLA

PEREGRINE

PIRE

RAKEL

RENE

RENE

RENE

RENE

RENE

RENE

RENE

RENE

RENE

RENE





## NOAH

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Noah is the youngest person aboard your ship except for Rakgi, and is friends with Rene and Rita. She is very fond of pranks, and likes to pretend to be a Nay-Kobold girl. She seems to be an orphan, since when you find her she hasn't eaten for three days. If you need Patch, she's the best support character you can have. She increases your Patch found by 30%!

## EXTRA FUNCTION

Runs card mini-game in Saloon.

## SUPPORT ABILITIES

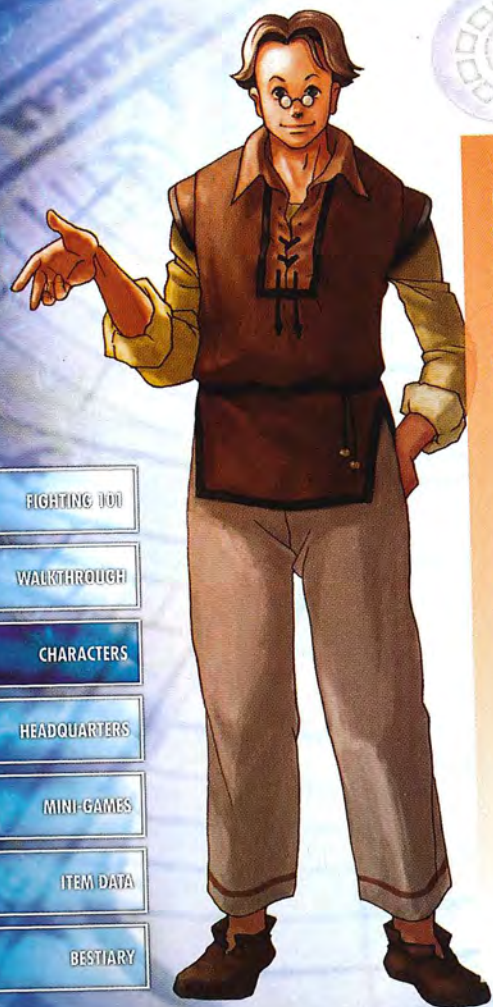
Money Found

## HOW TO RECRUIT

SEO54. After you free Obel, check behind the throne in the palace and talk to Noah three times, playing along with her pranks. After that, she'll join.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 4 Water



## OLEG

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

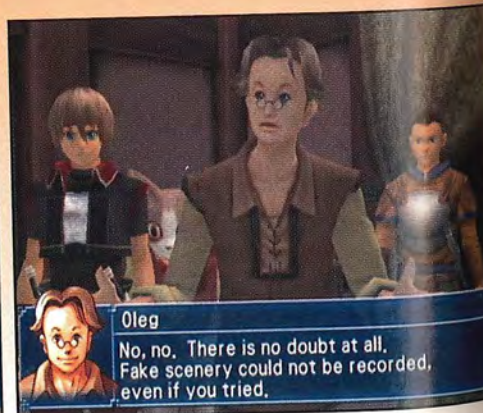
Oleg is the best kind of inventor: cheerful, smart, and passionate about his work. His latest crazy creation is a box which somehow records events that happen within its view. Although Oleg would like to make money off of it, he accepts the exigencies of war and agrees to work for free.

## OTHER CONTRIBUTION

His only contribution to your crew is being the bearer of the bad news about Iluya.

## HOW TO RECRUIT

ME065. Desmond sends you to Nay to meet Oleg. You chat, then go to the inn. Choose to stay the night, during which events unfold that his recorder captures. When you return to Obel, Lino En Kuldes drafts him.



## OSKAR

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

This effeminate gossip is devotedly attached to Deborah, and can't possibly imagine life without her. He loves nothing more than sitting and drinking tea with his friend and talking about people's fortunes.

## SUPPORT ABILITIES

Items Found

## HOW TO RECRUIT

SEO31. When you recruit Deborah, he stows away on board your HQ.

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 4 Water



## PAM

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

## PROFILE

Pam ran a successful and popular tea and cake shop with her husband Kevin on Iluya before its destruction. She and her husband wash up on the shore of Nay and are cared for by the chief of that island. She begs to join you, promising to cook and do her best to help out.

## EXTRA FUNCTION

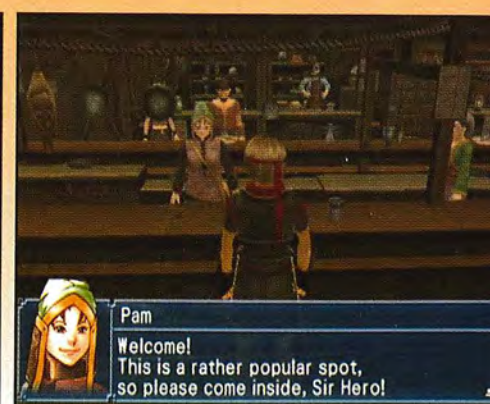
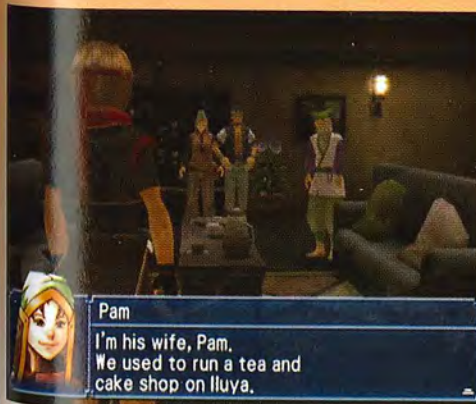
Turns the fish you catch into healing items and sells her own cooking as well.

## HOW TO RECRUIT

ME104. You hear about them often, but until you get the Nay chief to agree to join your fight you won't get much besides rumors. He tells you to come back later and meet some people, so go to the world map, then return and talk to them.

## SUPPORT ABILITIES

Cook



## CHARACTERS

MANU

MAO

MICKY

NABOKOV

NABEO

NAO

NABUY

NICO

NOAH

OLEG

OSKAR

PAM

PICOLO

PERRAULT

PHIL

RABO

RAMADA

RENE

RIKE

SEISU

TAISURE

TANTA

TINY

YU





## PECOLA

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Before a mania for cultivating herbs struck Middleport, the craze was interior design and Pecola was its leader. She even wrote a book on the subject. When you meet her, she has fallen on hard times, however, and is more than happy to redecorate your ship rather than the hovel she was contemplating.

### EXTRA FUNCTION

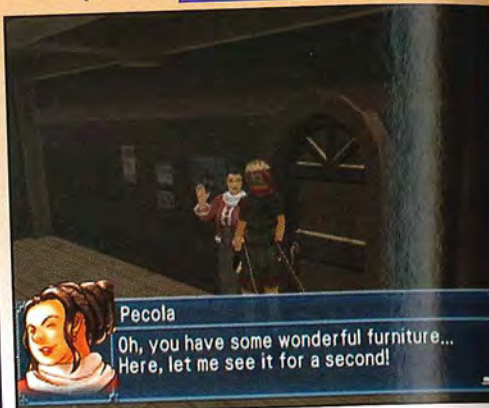
Decorates the Ornament Room; because in the middle of a war for freedom, it's all about having a posh Ornament Room.

### HOW TO RECRUIT

SE052. Recruit Warlock, and have the item "Interior Design Book" in your inventory. Talk to Deborah, who gives you a vague hint about a lady designer. Head to Warlock's Empty House in Middleport and talk Pecola into joining.

### NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 4 Earth



SPEAK TO WOMAN  
NEXT TO INN  
MIDDLEPORT  
DESIGN BOOK

## PERRAULT

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

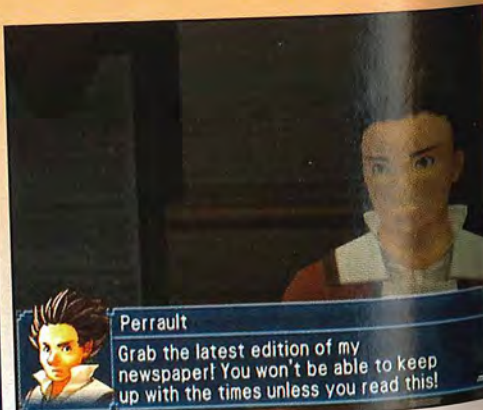
Perrault is an aspiring writer who hopes to pen a novel one day, but settles for publishing a newspaper when he comes aboard your ship. Unfortunately for him, "Madam Depression" wasn't a big hit, but perhaps "The Rose Swordsman" will be.

### EXTRA FUNCTION

Publishes a newspaper in the Saloon.

### HOW TO RECRUIT

SE0009. Talk to Perrault in the Trading Post of the Nay-Kobold settlement, and assure him you have enough potential readers for his work. He gladly comes aboard.



## PHIL

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

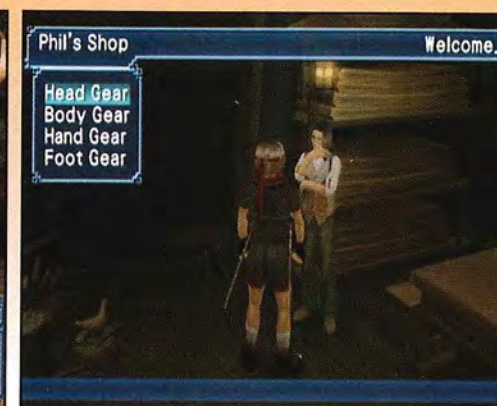
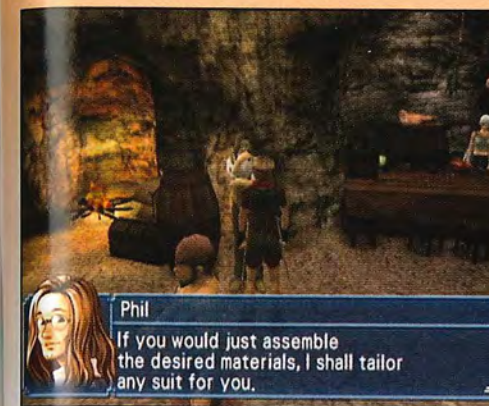
Smartly dressed, the stylish Phil is a design coordinator and tailor. He takes great pride in his work, such that he refuses to work for a small number of people. He wants his designs to be seen by as many people as possible!

### EXTRA FUNCTION

Makes accessories and cloth equipment in the Shipwright's Room.

### HOW TO RECRUIT

SE022. Once you have 40 Stars of Destiny, go back to the Pirate's Nest and chat to Phil to get him to join.



## RAKGI

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

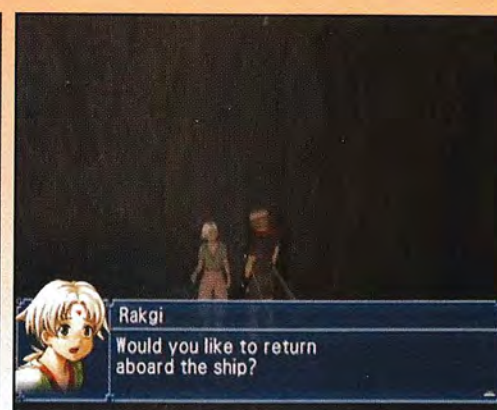
This plucky youngster lost his fisherman father to the Rune of Punishment, although he tries to keep his hopes up for the sake of his mother Rikie. Until they join you, Rakgi is the Ruins Guide, who keeps away unauthorized visitors.

### HOW TO RECRUIT

ME056. After the boss fight at the end of the Ruins, talk to Rakgi and his mother and they accompany you.

### OTHER CONTRIBUTION

Sits on the docks of the islands you visit to ferry you back to your ship when you're ready. Amazing how a 9 year old can row all by himself!



## CHARACTERS

MANU

MAO

WICKY

NABOKOV

NALLEO

NAO

NAVALY

NICO

NOAH

OREO

OSKAR

PAM

PECOLA

PERRAULT

PHIL

RAKGI

RAMADA

RENE

RUIE

SOSU

TAKURE

TAKYA

TOMY

YU



# RAMADA

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

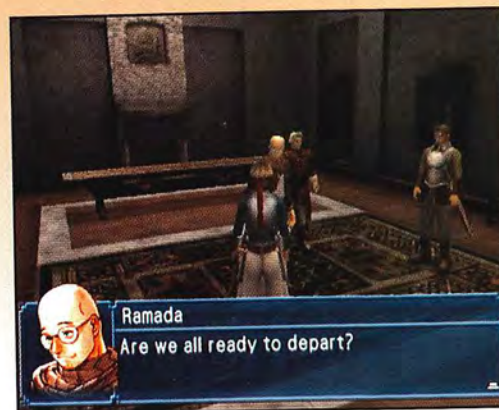
A former employee of the Cray Trading Company, Ramada did some of their dirty work: having his raptor kill Razril's nase birds, heading an assassination attempt against you, that sort of thing. Even the worst of villains can be redeemed, however, and Ramada proves that when he gives his life to protect Elenor and your mission.

## OTHER CONTRIBUTION

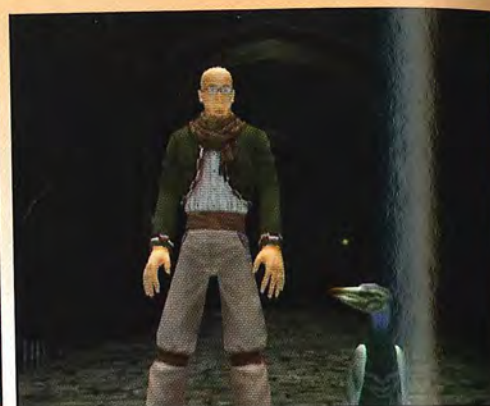
He is the catalyst for a number of scripted events.

## HOW TO RECRUIT

ME067. After his attempt to kill you with Mizuki and Akaghi fails, you have the opportunity to invite him.



Ramada  
Are we all ready to depart?



# RENE

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Rene is brilliant and talented and likes to test her companions for the same qualities. Her specialty is treasure hunting, so she has become skilled with the dowsing rods she always carries. When she finds something good she gets very excited, but she doesn't mind sharing!

## EXTRA FUNCTION

Treasure Hunt mini-game.

## HOW TO RECRUIT

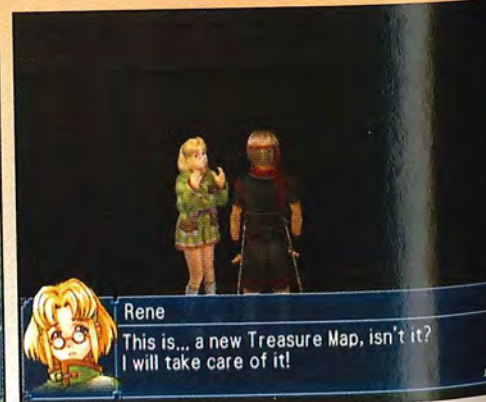
SE018. Grab the Message Bottle off of Nay Beach, then sail to Donuts Island where Rene is waiting. Talk to her! She joins!

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 8 Earth



???  
You saw my bottled letter, didn't you? You're amazing, since you were able to find this place with that.



Rene  
This is... a new Treasure Map, isn't it? I will take care of it!

# RIKIE

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Having lost her husband to the power of the soul-consuming Rune of Punishment, Rikie dedicated herself to being the guardian of the Rune's resting place. She is very brave and determined, and willing to do anything to make sure the True Rune does not claim another life.

## SUPPORT ABILITIES

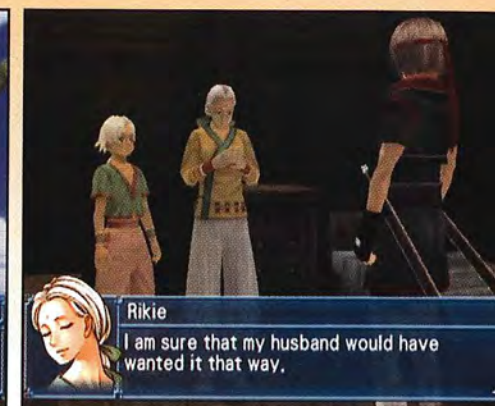
Healing

## HOW TO RECRUIT

ME056. After the boss fight at the end of the Ruins, talk to Rikie and her son and they accompany you.



Rikie  
You have it? How? Th-The Rune of Punishment... which was once here?



Rikie  
I am sure that my husband would have wanted it that way.



# SETSU

PARTY NAVAL HEADQUARTERS OTHER SUPPORT

## PROFILE

Constantly fretting, Setsu is the chief advisor of King Lino En Kuldies. Although he always complains about his king's behavior and appearance, he is really very attached to the royal family of Obel and chooses to stay behind with Flare when the Kooluk invade.

## HOW TO RECRUIT

ME113. Joins you automatically after the naval battle to free Obel

## NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 5 Earth, 4 Lightning



Chieppo  
Yeah, that's right. Wait a second... You wouldn't happen to be... the king, would you?



Setsu  
Your Majesty!! Your Majesty!! Hurry!!



## CHARACTERS

MANU

MAO

MIZUKI

NABOKOV

NALBO

NAO

NATALY

NICO

NOAH

OBEL

OSKAR

PAM

PECOLA

PERNAUT

PHIL

RAKEL

RAMADA

RENE

RIKIE

SETSU

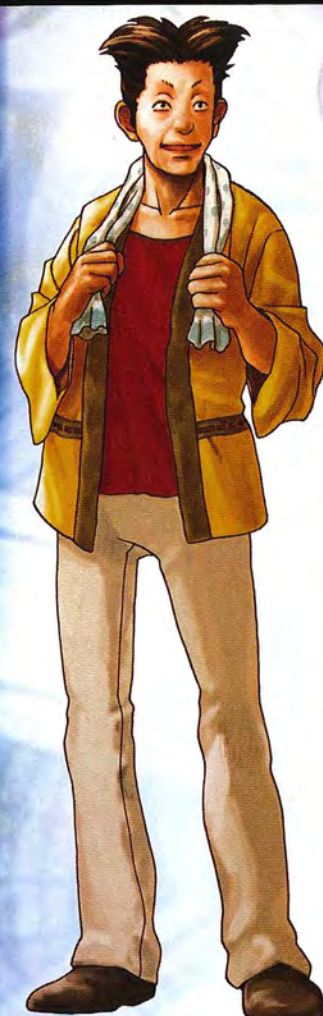
TAKIURE

TANYA

TOBY

YU





## TAISUKE

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Taisuke is an intelligent and peculiarly modest hot springs enthusiast. He travels the world, studying all the hot springs and trying to determine their chemical composition, apparently by bathing in them. Whether or not that is possible, he is certainly obsessed with hot springs!

### EXTRA FUNCTION

Opens a bath house in your HQ on Deck 3.

### HOW TO RECRUIT

SE019. After freeing Obel, go back to the Deserted Island. Run through the cave, talk to Taisuke, then run back outside and grab his clothes. Go all the way back in, hand them over, then run right back out again. One final time, run to the end, and Taisuke is clothed and ready to join you.

### NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 5 Fire



## TANYA

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

This determined bookworm has been traveling from island to island with the sole purpose of finding Elenor and learning from her. When she finally achieves her dream, Tanya discovers she has a rival in Elenor's apprentice Agnes, and goes out of her way to belittle Agnes's abilities in the hopes of becoming Elenor's only protégée.

### EXTRA FUNCTION

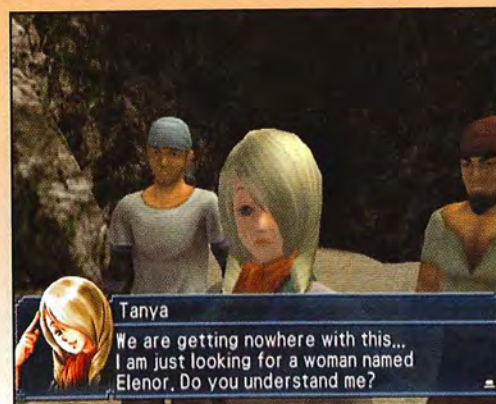
Translates the Old Books so you can read them.

### HOW TO RECRUIT

SE050. After freeing Razril, go back to the Pirate's Nest and tell Tanya you'll let her meet Elenor. She'll join in a flash.

### NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 20 Water



## TOV

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Tov is the genius behind the building of your HQ ship, and also behind disguising it as a random building inside a cave. His life is taking care of it, although there seems to be a room he doesn't remember building.

### EXTRA FUNCTION

Lets you upgrade and change the appearance of your ships.

### HOW TO RECRUIT

ME051. Comes standard with your HQ.

### NAVAL BATTLE

As captain: none  
Followers brought to Battle: 8  
Rune Cannon: 12 Fire, 12 Water



## YU

PARTY

NAVAL

HEADQUARTERS

OTHER

SUPPORT

### PROFILE

Obel's finest doctor, Yu has accumulated quite a clientele despite his exorbitant fees. He believes that talent such as his deserves to be rewarded, but in the face of the Kooluk attack, he grudgingly agrees to provide gratis care to the crew of your HQ ship.

### EXTRA FUNCTION

Heals people in his office.

### SUPPORT ABILITIES

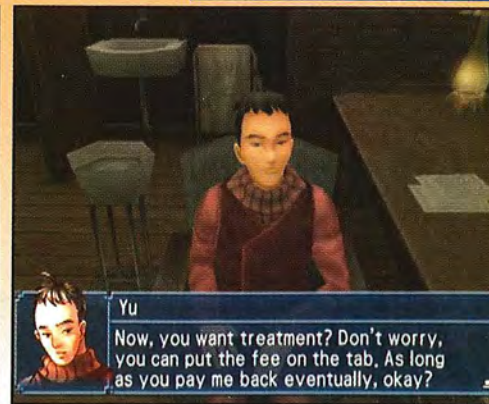
Healing

### HOW TO RECRUIT

ME073. Talk to him in Obel when the Kooluk attack, and he comes aboard.

### NAVAL BATTLE

As captain: none  
Followers brought to Battle: 0  
Rune Cannon: 20 Lightning, 16 Wind



## CHARACTERS

MAO

MAO

MICKY

NABOKOV

NABOKOV

NABOKOV

NABOKOV

NABOKOV

NABOKOV

NABOKOV

NABOKOV

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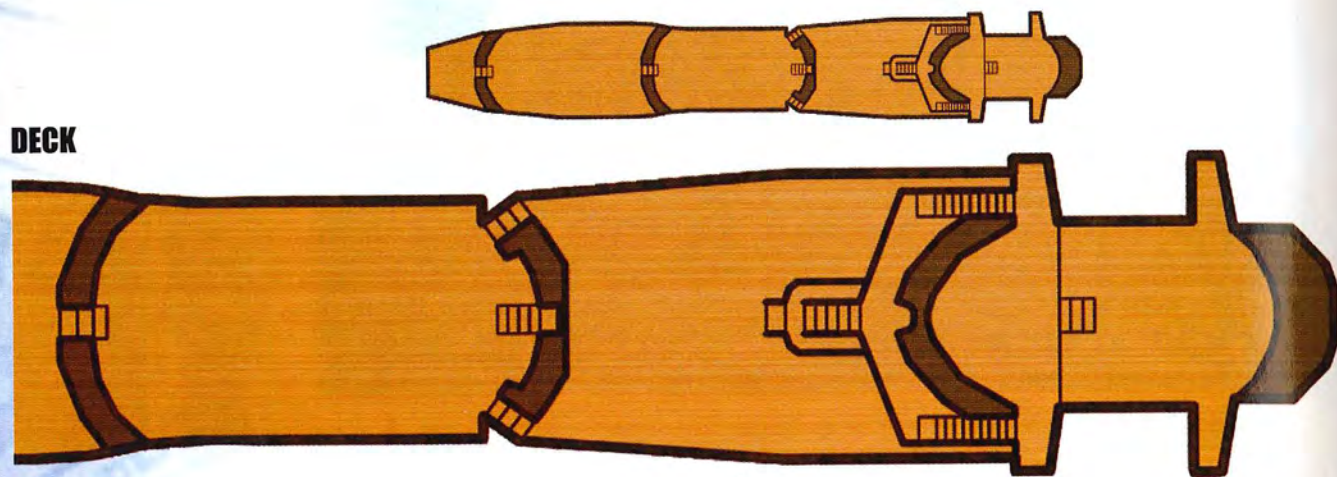


# IV

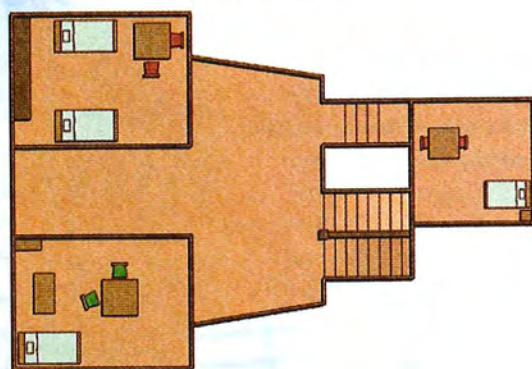
## A GUIDE TO THE HEADQUARTERS

Since *Suikoden IV* has a nautical theme, it should come as no surprise that your headquarters is actually a large ship. The Ship HQ is huge! It has five decks below the deck topside, and plenty of room for all 108 Stars of Destiny to live and work comfortably. In the pages that follow, we'll go through the whole ship and introduce you to the people and facilities found within.

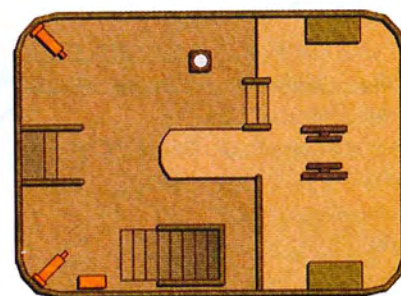
DECK



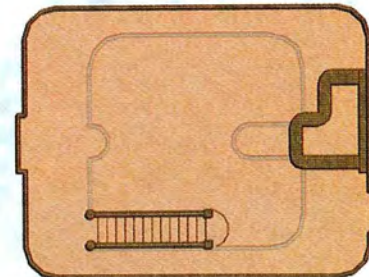
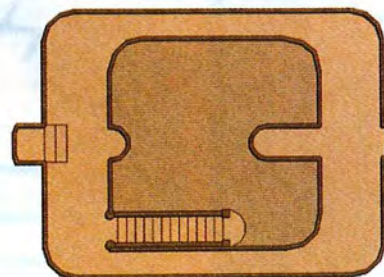
FIRST DECK



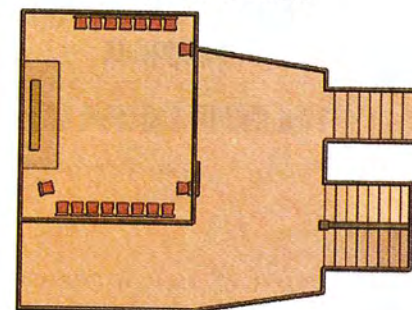
BRIDGE



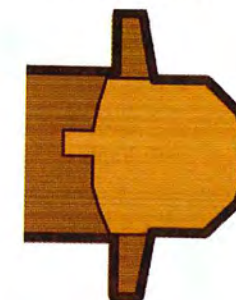
SALOON



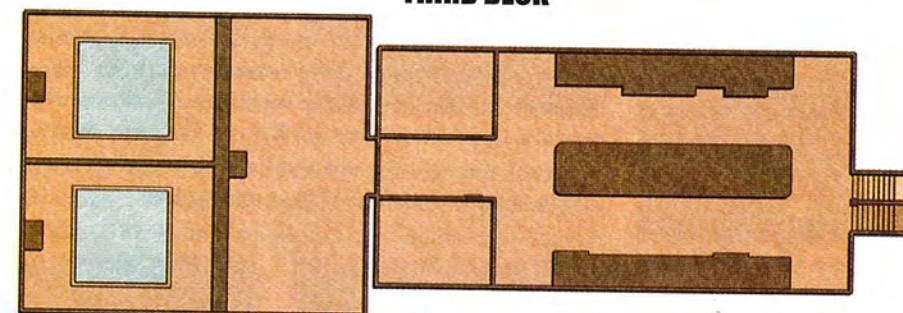
SECOND DECK



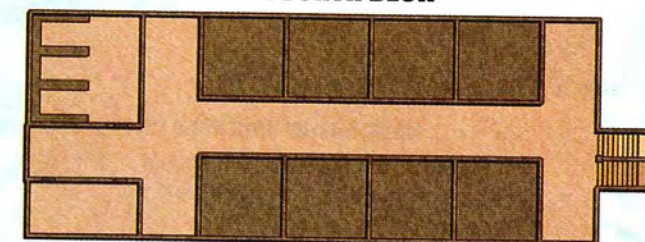
REAR DECK



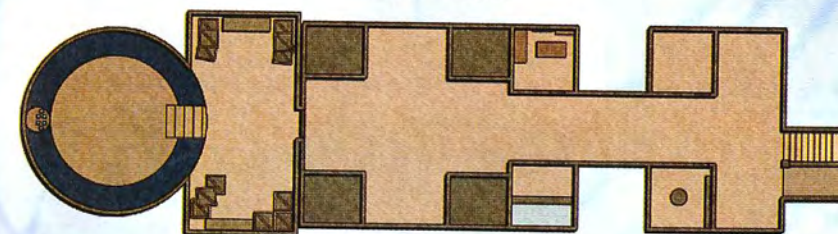
THIRD DECK



FOURTH DECK



FIFTH DECK



HEADQUARTERS

DECK

BRIDGE

FIRST DECK  
CORRIDOR

SECOND DECK  
CORRIDOR

SALOON  
1F AND 2F

REAR DECK

THIRD DECK  
CORRIDOR

FOURTH DECK  
CORRIDOR

FIFTH DECK  
CORRIDOR

FIGHTING TUTOR

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## DECK

There are no facilities up on deck, just plenty of naval minded people. Seriously, if you are looking for any of the sailors you've recruited, whether pirates, naval captains or Knights of Gaien, search here first.

### STARS OF DESTINY FOUND ON THE DECK

Akaghi	Karl	Nico	Sigurd
Helmut	Keneth	Paula	Snowe
Hervey	Kika	Ramada	Tal
Jewel	Mizuki	Selma	Wendel

## FIRST DECK CORRIDOR

The First Deck Corridor is home to your stateroom, Lino and Flare's quarters as well as Elenor and Agnes's stateroom. Outside in the hallway is a coterie of female bodyguards. Gretchen, Helga and Millay have taken it upon themselves to watch over your room and you whenever you are on board.

### STARS OF DESTINY FOUND ON THE FIRST DECK

Agnes	Flare	Lino En Kuldes
Cedric	Gretchen	Millay
Elenor	Helga	Rachel

### HERO'S STATEROOM

The facility you are most likely going to use on the First Deck Corridor is your own stateroom. It contains bed for sleeping (and healing), a Save Point, and display slots for pieces of pottery, paintings or other ornaments.



### COMMENT BOX

All good establishments look for compliments and criticisms from their staff, and your Ship HQ is no exception. Check the box often to find out what's going on in the minds of your crew.



When you examine the Comment Box, you can choose to look at your new messages or reread old ones.

## BRIDGE

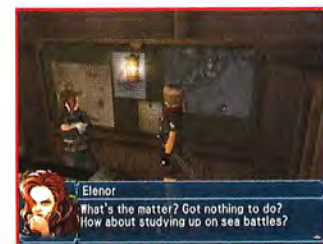
It's kind of surprising to find that your ship is crewed by so many non Stars of Destiny, but you can count on Jango and Brec to keep them all in line. There are no facilities on the bridge, so the only time you are likely to come here is if you want to chat.

### STARS OF DESTINY FOUND ON THE BRIDGE

Brec
Eugene
Jango

### TACTICIAN'S ROOM

The master tactician, Elenor, is also quartered on the same deck. When you talk to her in her room, she gives you the opportunity to practice your naval warfare techniques. The battles fought here are much harder than the ones during the main adventure. There are 5 levels of battles that pit your fleet against enemy fleets of various sizes and strengths. To make matters more complicated, from the second level on, all of the enemy ships carry three or more rune cannons, making it impossible to rely on a single type of rune cannon to counter all of an enemy's attacks. If you manage to win all 5 of these battles you can consider yourself as good a strategist as Elenor.



If you are up for a challenge, study sea battles with Elenor.



The level determines the difficulty level. On the 5th level you face three enemy ships, each equipped with four different rune cannons.

### Basic Enemy Ship Stats (Same for Every Level)

EXPLORE: 4	ENDURANCE: 5
RANGE: 3	UNDERLINGS: 150

### RUNE CANNON ELEMENTS FOR ENEMY FLEETS

LEVEL	SHIP #	RUNE CANNON ELEMENTS
1	Ship A	Wind, Lightning
1	Ship B	Earth, Water
2	Ship A	Fire, Wind, Earth
2	Ship B	Fire, Wind, Earth
3	Ship A	Wind, Thunder, Water
3	Ship B	Fire, Earth, Lightning
4	Ship A	Fire, Wind, Earth
4	Ship B	Fire, Wind, Lightning
4	Ship C	Wind, Earth, Water
5	Ship A	Fire, Wind, Earth, Lightning
5	Ship B	Fire, Wind, Lightning, Water
5	Ship C	Wind, Earth, Lightning, Water

## SECOND DECK CORRIDOR

Very few people hang out on the Second Deck Corridor, but the ones who do are very important. On the Second Deck is Viki with her teleportation services, Desmond, who allows you to check the register of names and change your party members, and the War Room, where all strategy meetings take place.

### STARS OF DESTINY FOUND ON THE SECOND DECK

Desmond	Rakgi
Manu	Viki

### DESMOND AND THE REGISTER OF THE 108 STARS OF DESTINY

On the second deck there are actually two characters who can assist you in changing your party members: Louise in the Saloon and Desmond. Desmond is the most convenient and he also happens to be the keeper of the register, so you can manage your party, then check to see how many more Stars of Destiny you need to recruit.



The great thing about the Register is that it allows you to check any recruited character's stats, weapon strength, runes and equipment without the hassle of putting them in your party. The information you can access in the Register is identical to what is shown under the Status option on the Main Unit Menu.



The Register lists which Stars of Destiny you've recruited and gives you their star number.



To learn more about a particular character just press the X button to bring up that character's Status screens.

### VIKI'S TELEPORTATION SERVICE

Viki is the owner of the Blinking Orb, a rune that grants the wearer certain teleportation powers. Viki uses her rune and the special Glowing Mirror (of which you have the portable version) to teleport you and your party to any town or island that you have previously visited. The only time a location becomes unavailable is if it is under the control of the enemy. To teleport off the ship, all you need to do is speak with Viki and choose a location. To teleport back, use the Glowing Hand Mirror that Viki gives you when she joins your army.



Viki's teleportation powers come in handy when you must travel long distances. It's amazing how she manages to bring the whole fleet along when she sends you somewhere!

### TELEPORTATION LOCATIONS

Nest of Pirates	Deserted Island	Razril Port Town
Middleport	Hermitage Island	Mordo Island
Na-Nal Island Harbor	Iluya Island	Donut Island
Na-Nal Island Square	Obel Harbor	Lime Shelf Island
Nay Island Harbor	Obel Royal Palace	Mountain Mass Island
Nay-Kobold Settlement	Razril Hall of Knights	

## SALOON 1F AND 2F

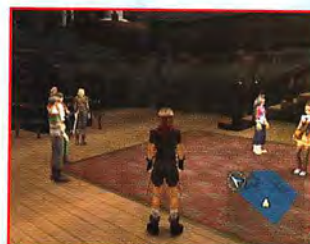
The Saloon is the place to go if you want to relax and read Perrault's newspaper or just play a quick mini-game. Because of its relaxing environment, you can be sure to find the noble Reinbach lounging there as well as the artisans Etienne and Nataly.

### STARS OF DESTINY FOUND IN THE SALOON

Basil	Gunter	Micky	Perrault
Charlemagne	Igor	Nataly	Reinbach
Etienne	Jeremy	Noah	Rita
Gareth	Louise	Ornan	

### Mini Games Galore!

The Saloon is the place to go to play the majority of the mini-games in the game. On the second floor, most of the gamers are standing around in the middle of the saloon. Here's a list of who hangs out here and the mini-game(s) he or she runs.



CHARACTER	MINI-GAME(S)
Basil	Tops
Gunter	Dice Games (Down to One and Triple Toss)
Igor	Coin Games (1 and 2)
Noah	Card Game
Rita	Ritapon!

### LOUISE'S INN

Talk to Louise at the bar if you need to rest for the night, change your party membership, or simply save your game. Her services are free and you may find this more convenient than running upstairs to your assigned stateroom.



Talk to Louise if you need to make changes to your party or just want to rest and save your game.

HEADQUARTERS

DECK

BRIDGE

FIRST DECK CORRIDOR

SECOND DECK CORRIDOR

SALOON 1F AND 2F

REAR DECK

THIRD DECK CORRIDOR

FOURTH DECK CORRIDOR

FIFTH DECK CORRIDOR



## PERRAULT'S NEWSPAPER

Perrault is responsible for the newsletter that is posted on the wall on the first deck portion of the Saloon. Each paper is full of news about your heroic exploits and even features an ongoing fictional story. 11 Issues are published during the course of the game, and you are going to want to make sure that you read them all—even if you have to read them as back issues.



To read the newspaper, face the wall and press the X button to examine the bulletin board. Use the D-Pad or Analog Stick to move between sections and press the X button to read your chosen story.



## PUBLICATION SCHEDULE

ISSUE	TRIGGER
Teaser	Recruitment of Perrault
Issue 1	After the occupation of Obel
Issue 2	Recruitment of Kika
Issue 3	After the first Naval Battle against Snowe
Issue 4	Recruitment of Elenor
Issue 5	Hero is made the Leader of the army
Issue 6	After the embassy to Middleport
Issue 7	After the embassy to Na-Nal Island
Issue 8	After the embassy to Nay Island
Issue 9	After the liberation of Razril
Issue 10	After the liberation of Obel
Issue 11	Night before the invasion of Fort El-Eol

## REAR DECK (A.K.A THE FISHING DECK)

The Rear Deck is home to your two fishermen, Ugetsu and Shiramine. Each man specializes in a different type of fishing. Ugetsu is a traditionalist and uses the standard fishing pole, while Shiramine prefers to cast his nets and pull fish and other items up in bulk.

## STARS OF DESTINY FOUND ON THE REAR DECK

Shiramine  
Ugetsu

## FISHING WITH UGETSU AND SHIRAMINE

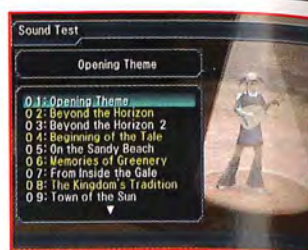
Take the fish caught here to Kevin or Pam and have them turn them into alternatives to HP restoring Medicines. When you have Shiramine cast his nets behind your sailing vessel, you never know what he might bring up from the sea's depths. For more details about the two fishing mini-games, see that section of this guide.



Fishing with Ugetsu requires patience and diligence.

## SOUND TEST WITH ETIENNE

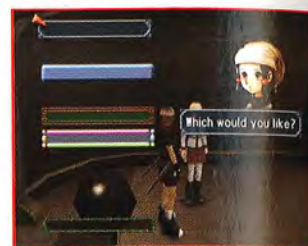
The musician Etienne is always at the ready to play any of the background music (BGM) featured in the game—provided, of course, that it's already been played one during the game.



Choose the song you want to hear.

## NATALY, THE WINDOW CHANGER

Whenever you find a new Window Set, bring it to Nataly and she'll store it with the others. When you want to change the appearance of the game's message windows, just ask her and she'll display your choices. There are 9 Window Sets in the game, so be sure to collect them all. See Chapter Six to find out where you can find them.



## THIRD DECK CORRIDOR (BOUTIQUES)

The Third Deck is where to find shops of all shapes and sizes from Chadli's Equipment Shop to Adrienne's Blacksmithy and Jeane's Rune Shop.

## STARS OF DESTINY FOUND ON THE THIRD DECK

Adrienne	Chieppo	Kevin	Setsu
America	Konrad	Nabokov	Taisuke
Bang	Dario	Nalkuk	Travis
Chadli	Funghi	Pam	
Champo	Jeane	Pecola	

## THE LOTTERY

The gruff Bang runs the Lottery stand on the Ship HQ and it's the best place to turn in Lottery tickets because the first prize here is not found anywhere else. When you get that rare golden ball for the first time here, you win the Pirate King Crown.



## CHADLI'S EQUIPMENT SHOP

Next to Bang is Chadli's Equipment Shop. All of the latest goods are sold in shops throughout the world of *Suikoden IV*. If you can find it in a store, you should be able to buy it here. Chadli's inventory grows as you visit new shops or upgraded ones. Because of its large and comprehensive inventory, this shop does not receive any Bargain Items.



## NABOKOV'S APPRAISAL SHOP

When you recruit Nabokov after the liberation of Obel, he opens an appraisal booth. Take any item acquired that is marked with a "?" and have it examined. Most of the time you end up with something basic, but every once in a while you end up with a true treasure.



Nabokov loves to look at treasures so much that he does it for free.

## JEANE'S RUNE SHOP

When you take Jeane away from the Na-Nal Rune Shop, she opens one of her own on the Ship HQ. Here you can purchase all of the Orbs found in the shops throughout the world. All you must do is visit a Rune Shop elsewhere for the inventory to transfer over to Jeane's store. In addition, Jeane also equips and removes orbs at the rate of 100 Potch per operation.



The lovely Jeane seems happy to take the place of your company's Runemaster.

## SHOP LIST

ITEM NAME	PRICE (POTCH)	ITEM NAME	PRICE (POTCH)
Medicine	20	Gold Mail	12000
Mega Medicine	150	Tai Chi Garb	10000
Cough Drop	50	Silk Robe	14500
Needle	50	Platinum Mail	23000
Antitoxin	50	Diamond Mail	32000
Jizo Clock	500	Gloves	120
Escape Talisman	200	Wristbands	250
Steamed Bun	100	Cotton Mittens	180
Meat Bun	200	Leather Gloves	180
Crab Bun	350	Bangle	250
Broiled Fish	100	Wool Mittens	500
Mackerel Miso Stew	150	Kite Shield	3500
Bandana	80	Silver Bracers	3000
Leather Helm	120	Gold Bracers	4000
Forehead Guard	120	Pirate Bracers	2700
Circlet	120	Paw Gloves	5000
Iron Helm	500	Gold Shield	7500
Wool Hat	700	Noble's Gloves	8500
Silver Circlet	2000	Platinum Shield	11000
Magical Hat	3000	Diamond Shield	16000
Nay-Kobold Hat	3800	Sandals	70
Gold Circlet	4800	Shoes	120
Silver Helm	5250	Knee Socks	350
Gold Helm	6500	Anklet	400
Platinum Helm	8000	Iron Boots	500
Diamond Helm	12000	Leg Armor	700
Silk Hat	8000	Silver Anklet	820
Stomach Band	150	Gold Anklet	1700
Tunic	120	Pirate Boots	2000
Leather Armor	250	Silver Boots	2300
Chain Mail	350	Magic Sandals	2200
Happi Coat	600	Paw Shoes	3000
Wool Loincloth	700	Silk Shoes	5500
Corset	800	Gold Boots	7000
Iron Mail	1600	Platinum Boots	8400
Linen Outfit	1500	Diamond Boots	12000
Wool Vest	2100	Guard Ring	2000
Wool Robe	2600	Counter Ring	20000
Silver Chain	3600	Lucky Ring	20000
Gold Chain	5400	Power Ring	20000
Feather Robe	3800	Speed Ring	20000
Pirate Armor	6500	Wind Amulet	2200
Night Armor	14000	Thunder Amulet	2200
Silver Mail	8800		

## TYPES OF TREASURES AND THEIR VALUE

TYPE OF TREASURE	NAME	VALUE (POTCH)
Pot	Pot of Failure	5
Pot	Pot of Razril	750
Pot	Pot of Obel	2500
Pot	Pot of Nay	4000
Pot	Pot of Na-Nal	5000
Pot	Gold Pot	60000
Pot	Celadon Pot	15000
Painting	Graffiti	5
Painting	Master Graffiti	250
Painting	Maestro Graffiti	500
Painting	"Flower"	1500
Painting	"Landscape"	5000
Painting	"Abstract"	20000
Painting	"Noble Portrait"	60000
Painting	Hanging Scroll	100000
Ornament	Voodoo Doll	1000
Ornament	Angel Statue	4000
Ornament	Good Luck Cat	10000
Ornament	Knight Statue	90000
Ornament	Figure of Old Man	1000

## PLACES WHERE YOU CAN DISPLAY YOUR TREASURES

TYPE OF TREASURE	DISPLAY LOCATIONS
Pot	Hero's Room (1); Hot Springs (1/side)
Painting	Hero's Room (3)
Ornament	Hero's Room (1); Hot Springs (1/side)

HEADQUARTERS

DECK

BRIDGE

FIRST DECK  
CORRIDORSECOND DECK  
CORRIDORSALOON  
IF AND 2F

REAR DECK

THIRD DECK  
CORRIDORFOURTH DECK  
CORRIDORFIFTH DECK  
CORRIDOR



## SHOP LIST

ITEM NAME	PRICE (POTCH)	ITEM NAME	PRICE (POTCH)
Fire Orb	500	Drain Orb	8000
Water Orb	500	Killer Orb	5000
Lightning Orb	500	Warrior Orb	50000
Wind Orb	500	Wizard Orb	50000
Earth Orb	500	Sunbeam Orb	10000
Double-Strike Orb	20000	Alert Orb	10000
Violence Orb	10000	Counter Orb	5000
Medicine Orb	5000		

## ADRIENNE THE BLACKSMITH

Adrienne pulls double duty as the only Blacksmith on board the ship. She strengthens weapons and she can forge new armor if she's given the proper raw materials.



Adrienne is a busy girl forging new equipment for your party, and strengthening their weapons.

## Upgrading Weapons

Adrienne is the only Blacksmith in the game who can upgrade weapons to the maximum level of 16. However, to do that she needs the Golden Hammer. Every time you bring Adrienne a new hammer, her abilities increase and she can upgrade your weapons to a higher level.



When you find a new Hammer, bring it to Adrienne to increase her level of proficiency.

## HAMMERS = INCREASE IN LEVEL

HAMMER	MAX LV.	HOW TO OBTAIN
Iron Hammer	9	Defeat the Guard in the Ruins of Obel
Copper Hammer	12	Treasure Chest on Hermitage Island
Silver Hammer	15	Treasure Chest in Hall of Knights Courtyard, after Liberation of Razil.
Gold Hammer	16	Defeat Angel Hairball defending Treasure Chest in Ruins of Obel.

## COST OF UPGRADING WEAPONS

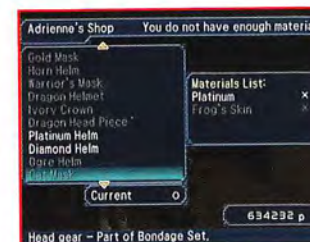
LV.	PRICE (POTCH)	LV.	PRICE (POTCH)
2	300	10	18000
3	600	11	27000
4	1500	12	35000
5	2700	13	43000
6	3500	14	52000
7	4500	15	60000
8	7000	16	70000
9	11000		

## Forging Armor

The type of Hammer Adrienne currently has also affects what types of armor she can forge. Of course, you must also have the materials needed for the type of armor you want. Forging armor is the way to go when you are looking for a rare or unusual piece.

## HAMMER = ARMOR LEVEL

LEVEL	HAMMER REQUIREMENT
Lv. 1	Iron Hammer
Lv. 2	Copper Hammer
Lv. 3	Silver Hammer
Lv. 4	Gold Hammer



Head gear - Part of Bondsage Set.

## HEAD GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Leather Helm	Bad Iron Ore (x1)	Skin (x1)	1
Forehead Guard	Bad Iron Ore (x1)	-	1
Circlet	Bad Silver Ore (x1)	-	1
Bone Helmet	Bad Iron Ore (x1)	Bone (x2)	1
Feather Trinket	Bad Gold Ore (x1)	Feather (x1)	1
Necklace	Normal Iron Ore (x1)	Skin (x2)	1
Iron Helm	Normal Iron Ore (x2)	-	1
Silver Circlet	Normal Silver Ore (x2)	-	2
Silver Necklace	Normal Silver Ore (x2)	Skin (x1)0	2
Gold Circlet	Normal Gold Ore (x2)	Feather (x2)	2
Wing Helm	Normal Iron Ore (x2)	Giant Bird's Feather (x1)	2
Silver Helm	Good Silver Ore (x2)	-	2
Gold Helm	Good Gold Ore (x2)	-	3
Gold Necklace	Good Gold Ore (x2)	Skin (x1)0	3
Gold Mask	Good Gold Ore (x2)	Shell (x1)0	3
Horn Helm	Good Iron Ore (x2)	Unicorn's Horn (x1)	3
Warrior's Mask	Good Iron Ore (x2)	Giant Crab's Shell (x1)	3
Dragon Helmet	Good Iron Ore (x2)	Dragon Scale (x1)	3
Ivory Crown	Good Gold Ore (x2)	Dragon's Bone (x1)	3
Dragon Head Piece	Good Silver Ore (x2)	Dragon's Bone (x1)	3
Platinum Helm	Platinum (x2)	-	4
Diamond Helm	Diamond (x2)	-	4
Ogre Helm	Good Gold Ore (x2)	Giant Crab's Shell (x1)	4
Cat Mask	Platinum (x1)	Frog's Skin (x1)	4
Mermaid Crown	Platinum (x1)	Pearl Shell (x1)	4
Venus Comb	Diamond (x1)	Pearl Shell (x1)	4

## BODY GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Leather Armor	Bad Iron Ore (x1)	Skin (x1)	1
Needle Sash	Bad Iron Ore (x1)	Horn (x1)	1
Chain Mail	Bad Iron Ore (x3)	-	1
Thorn Armor	Bad Silver Ore (x1)	Horn (x1)	1
Splint Armor	Bad Silver Ore (x1)	Feather (x1)	1
Corset	Bad Gold Ore (x2)	-	1
Shell Armor	Bad Gold Ore (x2)	Seashell (x2)	1
Crab Armor	Bad Silver Ore (x2)	Shell (x2)	1
Bone Armor	Bad Iron Ore (x2)	Bone (x2)	1
Iron Mail	Normal Iron Ore (x2)	-	1
Scale Mail	Normal Iron Ore (x1)	Scale (x2)	1
Battle Suit	Normal Silver Ore (x4)	Skin (x4)	2
Silver Chain	Normal Silver Ore (x4)	-	2
Gold Chain	Normal Gold Ore (x4)	-	2
Wing Mail	Normal Iron Ore (x4)	Giant Bird's Feather (x1)	2
Pirate Armor	Normal Silver Ore (x4)	Giant Crab's Shell (x1)	2
Rock Armor	Normal Gold Ore (x4)	Pearl Shell (x1)	2
Night Armor	Good Iron Ore (x1)5	Scale (x1)0	2
Silver Mail	Good Silver Ore (x4)	-	2
Gold Mail	Good Gold Ore (x4)	-	3
General Armor	Good Silver Ore (x1)5	Feather (x1)0	3
Dragon Armor	Good Iron Ore (x4)	Dragon Scale (x2)	3
Warrior Armor	Good Iron Ore (x4)	Giant Crab's Shell (x2)	3
Great Earth Armor	Good Silver Ore (x4)	Bone (x2)0	3
S Dragon Armor	Good Silver Ore (x4)	Dragon Scale (x2)	3
Platinum Mail	Platinum (x4)	-	4
Diamond Mail	Diamond (x4)	-	4
Ginkaku Armor	Good Silver Ore (x1)0	Unicorn's Horn (x2)	4
Kinkaku Armor	Good Gold Ore (x1)0	Unicorn's Horn (x2)	4
Mythical Armor	Platinum (x4)	Unicorn's Horn (x2)	4
Wind-Spun Armor	Good Gold Ore (x4)	Giant Bird's Feather (x2)	4
Bondsage Suit	Diamond (x2)	Frog's Skin (x2)	4
Ogre Mail	Good Gold Ore (x4)	Giant Crab's Shell (x2)	4
Holy Armor	Platinum (x2)	Dragon Scale (x2)	4
Dragon Bone Armor	Diamond (x2)	Dragon's Bone (x2)	4
Master's Garb	Platinum (x2)	Giant Bird's Feather (x2)	4
Venus Armor	Diamond (x2)	Pearl Shell (x2)	4

## HAND GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Leather Gloves	Bad Iron Ore (x1)	Skin (x1)	1
Scale Shield	Bad Iron Ore (x1)	Scale (x1)	1
Bone Shield	Bad Iron Ore (x1)	Bone (x1)	1
Bangle	Bad Silver Ore (x2)	-	1
Shell Shield	Bad Gold Ore (x1)	Shell (x1)	1
Gauntlet	Normal Iron Ore (x1)	Skin (x1)	1
Iron Shield	Normal Iron Ore (x2)	-	1
Kite Shield	Normal Iron Ore (x1)	Feather (x2)	1
Silver Bracers	Normal Silver Ore (x2)	-	2
Gold Bracers	Normal Gold Ore (x2)	-	2
Wing Shield	Normal Iron Ore (x2)	Giant Bird's Feather (x1)	2
Pirate Bracers	Normal Silver Ore (x2)	Giant Crab's Shell (x1)	2
Dragon Shield	Good Iron Ore (x2)	Dragon Scale (x1)	2
Silver Shield	Good Silver Ore (x2)	-	2
Gold Shield	Good Gold Ore (x2)	-	3
Warrior Bracers	Good Iron Ore (x2)	Giant Crab's Shell (x1)	3
Platinum Shield	Platinum (x2)	-	4
Diamond Shield	Diamond (x2)	-	4
Ivory Bracelet	Good Gold Ore (x2)	Dragon's Bone (x1)	4
Ogre Breath	Good Gold Ore (x2)	Giant Crab's Shell (x1)	4
Bondsage Glove	Diamond (x2)	Frog's Skin (x1)	4
Unicorn Bracelet	Platinum (x2)	Unicorn's Horn (x2)	4
Mermaid Bracelet	Platinum (x2)	Pearl Shell (x2)	4

## FOOT GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Leather Boots	Bad Iron Ore (x1)	Skin (x1)	1
Bone Boots	Bad Iron Ore (x1)	Bone (x1)	1
Anklet	Bad Iron Ore (x2)	-	1
Shin Guards	Bad Gold Ore (x1)	Skin (x1)	1
Iron Boots	Normal Iron Ore (x2)	-	1
Leg Armor	Normal Iron Ore (x2)	-	1
Silver Ankle	Normal Silver Ore (x2)	-	2
Wing Boots	Normal Iron Ore (x1)	Giant Bird's Feather (x1)	2
Gold Ankle	Normal Gold Ore (x2)	-	2
Pirate Boots	Normal Silver Ore (x1)	Giant Crab's Shell	2
Silver Boots	Good Silver Ore (x2)	-	2
Dragon Shin Guards	Good Iron Ore (x2)	Dragon Scale (x1)	3
Warrior Shin Guards	Good Iron Ore (x2)	Giant Crab's Shell (x1)	3
Mercury Boots	Good Silver Ore (x2)	Giant Bird's Feather (x1)	3
Gold Boots	Good Gold Ore (x2)	-	3
Spiked Heels	Diamond (x1)	Frog's Skin (x1)	4
Ogre Boots	Good Gold Ore (x2)	Giant Crab's Shell (x1)	4
Platinum Boots	Platinum (x2)	-	4
Diamond Boots	Diamond (x2)	-	4
Unicorn Boots	Platinum (x2)	Unicorn's Horn (x1)	4
Venus Ankle	Diamond (x2)	Pearl Shell (x1)	4

## FUNGHI'S SHOP

In the middle of the Third Deck is a food stand frequented by your crew members. Funghi runs one of the concessions and Pam and Kevin staff the other one. Funghi's stand is pretty simple. He has a set menu and cannot cook any food item you bring him.

ITEM	PRICE (POTCH)
Salad	150
Broiled Fish	100
Knight's Lunch	200
Special Lunch	500

## KEVIN AND PAM'S BUN SHOP

Kevin and Pam run a bun shop. Let's you think that's all they do, bring them a fish caught on the Rear Deck. At no charge, they'll turn that fish into a fantastic dish. Since food items also have healing properties, you might find it economical to cook all of the fish that you catch and fill your inventory with their meals.

## SET MEALS

ITEM NAME	COST
Steamed Bun	100
Meat Bun	200
Crab Bun	350

## "CATCH OF DAY" MEALS

FISH	MEAL CREATED
Crab	Crab Stew
Bonito	Minced Bonito
Mackerel	Mackerel Miso Soup
Puffer Fish	Puffer Fish Sashimi
Sardine	Broiled Sardine
Snapper	Whole Roast Snapper

## THE ORNAMENT ROOM (STARRING PECOLA)

This facility pays tributes to Pecola's love for interior design and is where you can store and arrange all of the furniture, wallpaper and other decorations you find during your travels. All you need to do is give Pecola any decorations you've acquired and ask her to let you place pieces in the room. When you are done, enter the Ornament Room and enjoy the beautiful space you've created.

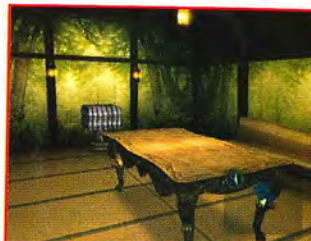


Give Pecola all of your room decorations for safekeeping.

All of the decorations are divided into six sets. When you collect all of the pieces of a set, place them in the Ornament Room and see which members of your crew come to visit.



When you want to decorate a room, choose items from the different categories. Then enter the room to enjoy your creation.



The six sets (and their fans) are as follows

FANCY SET	Reinbach and Charlemagne	OCEAN SET	Lilan and Lilien
JAPANESE SET	Shiramine and Lo Fong	SIMPLE SET	Helmut and Frederica
NATURE SET	Aldo and Gau	WILD SET	Oskar and Setsu

## Contents of the Six Sets and Their Locations

ITEM	LOCATION
Fancy Carpet	Net-Fishing, Southern Section
Fancy Wallpaper	Net-Fishing, Ocean around Middleport
Fancy Table	Treasure Map 11
Fancy Sofa	Net-Fishing, Ocean around Iluya Island
Fancy Console	Treasure Chest, Underground Path, Middleport

## JAPANESE SET

ITEM	LOCATION
Tatami Mat	Treasure Map 21
Sliding Door	Treasure Chest, Underground Path, Middleport
Natural Wood Desk	Cat and Mouse, Large/Shiny
Natural Wood Bench	Net-Fishing, Ocean around Limestone Shelf Island
Natural Wood Stand	Net-Fishing, Middle Section

## NATURE SET

ITEM	LOCATION
Forest Carpet	Net-Fishing, Ocean around the Kingdom of Obel
Forest Wallpaper	Treasure Map 27
Log Table	Net-Fishing, Ocean around No-Nal Island
Log Bench	Treasure Map 3
Log Display Stand	Net-Fishing, Ocean around Iluya Island

## OCEAN SET

ITEM	LOCATION
Ocean Floor Carpet	Net-Fishing, Ocean around Deserted Island
Wave Wallpaper	Obel, After liberation, talk to woman by well.
Coral Table	Net-Fishing, Ocean around Deserted Island
Seashell Bench	Net-Fishing, Ocean around Morda Island
Coral Console	Treasure Map 8

## HEADQUARTERS

## DECK

## BRIDGE

## FIRST DECK CORRIDOR

## SECOND DECK CORRIDOR

## SALOON DECK 2F

## REAR DECK

## THIRD DECK CORRIDOR

## FOURTH DECK CORRIDOR

## FIFTH DECK CORRIDOR



## SIMPLE SET

ITEM	LOCATION
Simple Carpet	Treasure Map 5
Simple Wallpaper	Iluya Island, Examine the trunks in the Kooluk Army Advanced Base (Indoor)
Simple Table	Net-Fishing, Northern Section
Simple Sofa	15 consecutive wins in the Tops mini-game
Simple Display Stand	Net-Fishing, Southern Section

## WILD SET

ITEM	LOCATION
Tiger Carpet	Net-Fishing, Ocean around Middleport
Mink Wallpaper	Net-Fishing, Ocean around Middleport
Blue Fox Desk	Net-Fishing, Ocean around Mordo Island
Sheepskin Sofa	Cat and Mouse, Large/Normal
Chinchilla Stand	Treasure Chest, Iluya Island

## TAISUKE'S HOT-SPRINGS

At the far end of the Third Deck is Taisuke's Hot-Springs. Taisuke is concerned about the bath's environment, so he created murals for the walls commemorating specific events and locations. He also allows you to place your favorite vases or ornaments in both the men and women's baths to add to the ambience.

To make the bathing experience even more enjoyable, come to the baths with specific characters to see how they react to each other. Some of the vignettes that occur when you bring certain characters together are hysterically funny and they all teach you something new about the Stars of Destiny.

## MURALS

NAME OF MURAL	EVENT WHEN OBTAINED
Cave on Deserted Island	Recruit Taisuke.
Deserted Island	Recruit Taisuke.
Middleport	Embassy to Middleport
Razril Back Street	Liberate Razril.
Obel	Liberate Obel.
Razril Port	Liberate Razril.
Na-Nal Island	Embassy to Na-Nal Island
Great Elven Tree	Embassy to Na-Nal Island
Beautiful Red Rose	Recruit Reinbach.

## FOURTH DECK CORRIDOR

The Fourth Deck is largely residential in nature. Katarina, Dario and Nalleo, Rikie and Rakgi all have their rooms here. In addition you'll also find Yu's office and Carrie's Infirmary, not to mention the Library and Confessional.

## STARS OF DESTINY FOUND ON THE FOURTH DECK

Aldo	Gary	Nalleo	Ted
Axel	Haruto	Oleg	Trishtan
Carrie	Izak	Oskar	Yu
Deborah	Katarina	Rene	
Ema	Keen	Rikie	
Frederica	Maxine	Tanya	

## DOCTOR YU'S OFFICE

In Obel, Yu charged a veritable arm and leg for his services. Now that he's a member of your crew, you get your healing, apparently, for free. Having Yu heal you is identical in nature to sleeping in your stateroom or "Staying the Night" at Louise's. It restores both HP and MP completely.



Yu  
Now, you want treatment? Don't worry, you can put the fee on the tab. As long as you pay me back eventually, okay?

Pots and Ornaments You Can Place in the Baths  
Pot of Failure  
Pot of Razril  
Pot of Obel  
Pot of Nay  
Pot of Na-Nal  
Gold Pot

## Special Bath Events

When you come to the baths with certain combinations of characters, cut-scenes occur showing the characters interacting with each other.

## PARTY REQUIREMENTS

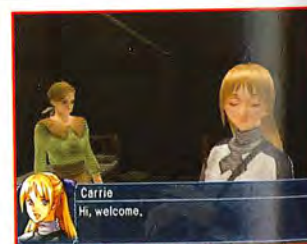
- Have Chieppo, Champo and Nakul in your party.
- Have Charlemagne and Reinbach in your party.
- Have Jeane and Viki in your party.
- Have Ameria, Maxine and Deborah in your party.
- Have Lino En Kuldes and Flare in your party.
- Must have Trishtan and Yu (as support character) in your party.
- Must have Pablo and Warlock in your party.
- Must have Rita and Mizuki in your party.
- Must have Konrad and Eugene in your party.
- Must have Mitsuba, Jeremy and Reinhold in your party.
- Must have Jewel and Paula in your party. Jeremy must be on the ship.
- Must have Katarina in your party.
- Only Hero can be in the party.
- Must have Aldo and Ted in your party.
- Must have Shiramine and Ugetsu in your party.
- Must have Gau and Dario in your party.
- Must have Kate and Mizuki in your party.
- Must have Helga, Gretchen and Millay in your party.
- Must have Snowe, Tal, and Keneth in your party.
- Must have Hervey, Sigurd and Helmut in your party.
- Have Rita and Noah (in support position) in your party. Rene must be on the ship. Must be seen before ME119.
- Have Dario and Nalleo in your party.

## THE INFIRMARY

Carrie runs a small infirmary. There you can stock up on most of the major curatives and healing potions. That is if you haven't already bought them from Chadli's shop!

## CARRIE'S SHOP

ITEM	COST (POTCH)
Medicine	20
Mega Medicine	150
Antitoxin	50
Cough Drop	50
Needle	50
Jizo Clock	500



Carrie's Infirmary is a bit small and cramped. It is large enough to purchase medicines and curatives.

## DEBORAH'S ROOM

Can't find a missing Star of Destiny? Need a hint? Then talk to Deborah. The psychic is at your disposal whenever you need information on those elusive recruits.

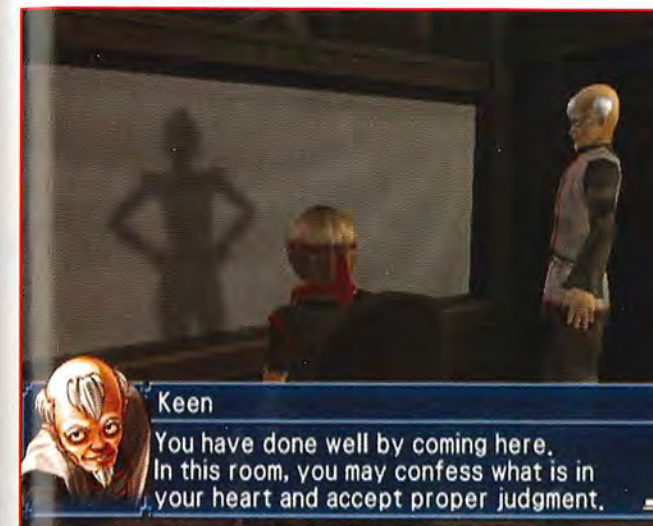


Deborah uses her psychic skills to find missing Stars of Destiny.

Celadon Pot  
Voodoo Doll  
Angel Statue  
Good Luck Cat  
Knight Statue  
Figure of Old Man

## THE CONFESSONAL

The Confessional is Keen's own strange contraption. When you visit him alone, Keen allows members of your crew to enter the confessional and confess their sins. The confessional is similar to the Comment Box in that you get to learn what's going on behind the scenes with the people in your army. However, unlike the Comment Box, Keen directs the tone of the conversation, prompting the confessors to speak about specific topics.

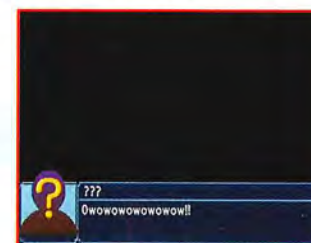


It is your right to pass judgment, but it's more fun just to listen to what your comrades have to say, then let them go.

The topics of conversation are as follows

- Would you secretly inform me about anyone on board this ship who you think is causing problems?
- Would you tell me what you think of the Hero?
- Quietly confess the things you wish to atone for, or all of the things that you are thankful for.

At the end, Keen gives you permission to pass judgment on their statement. If you forgive them (waggle the analog stick up and down), they are showered with golden light. If you decide not to forgive them (waggle the analog stick left and right), a large tree stump falls down on their head



The stump of punishment causes pain to those unworthy of your forgiveness.

## FIFTH DECK CORRIDOR

In the belly of the ship are more facilities including the Training Hall, the Shipwright's Room, the Rune Cannon Control Room, the Accessory Atelier, the Cultivation Room and the ship's jail cells.

## STARS OF DESTINY FOUND ON THE FIFTH DECK

Bartholomew	Lilen	Lo Hak	Pablo
Colton	Lilin	Lo Seng	Phil
Gau	Lilon	Mao	Reinhold
Kate	Liloon	Mitsuba	Tov
Lilan	Lo Fong	Nao	Warlock

You can hear confessions from all of the Stars of Destiny except Elenor, Kika, Maxine or Warlock. Look for special confessions from Lino En Kuldes and Ramada after the liberation of Obel and the liberation of Razril respectively.

## TANYA'S LIBRARY

If you want to read the Old Books collected through the adventure, you must recruit Tanya. She acts as the curator of the ship's library and is willing to let you look at the collection of Old Books whenever you want. All you have to do is find them and bring them to her (a full listing of Old Books is found in the Items section of this guide). Some of them are quite handy, like the Bargain List book, while others fill you in on the game's background. To read a book, speak to Tanya and select one off the shelf.



Tanya  
You have the "Old Book," don't you? Here, I can tell by the smell. Will you let me take a look at it?

## RENE'S TREASURE MAPS

When you recruit Rene on Donut Island, she introduces you to the wonderful world of Treasure Hunting. Using the Treasure Maps you've been collecting since the start of the game, Rene can guide you to where "x" marks the spot with her trusty dowsing rods as long as you know on which of four islands the treasure is supposed to be located. Each island (Donut, Mordo, Limestone Shelf and Mass Mountain) is drawn a specific way, so when you and Rene examine a treasure map, you should be able to figure out where to go. For more information about Treasure Hunting, see Chapter Five.



Whenever you find a new Treasure Map, bring it to Rene so she can analyze it.

## THE CULTIVATION ROOM

Mao and Nao use the Cultivation Room for growing their supplies of Mushrooms and Mint. Since these items help you recover Magic Points, it is a good idea to learn how to grow your own supply. Fortunately Mao and Nao are anxious to share their love for their favorite crops.



Mao  
Oh, no... You can't grow mint...

First, you must decide whether or not you want to grow a mushroom or a mint. If you want mushrooms, talk to Mao. For mint, talk to Nao. You can only grow one crop at a time, so choose wisely. For more information, check the section of the guide that covers mini-games.

## HEADQUARTERS

## DECK

## BRIDGE

## FIRST DECK CORRIDOR

## SECOND DECK CORRIDOR

## SALOON UP AND 2F

## REAR DECK

## THIRD DECK CORRIDOR

## FOURTH DECK CORRIDOR

## FIFTH DECK CORRIDOR

## FIGHTING TIPS

## WALKTHROUGH

## CHARACTERS

## HEADQUARTERS

## MINI-GAMES

## ITEM DATA

## BESTIARY



## THE ACCESSORY ATELIER

Lilin and her mermaid sisters run the Accessory Atelier. Here you can turn the material you've found in battle, in treasure chests or bought at the Trading Post into fabulous accessories. Many of the items here cannot be bought in stores, so you should look into their list of create-ables when you are in need of good accessories.



The list of potential Accessories is not dependant on the number of Lilin's sisters you recruit.

### ACCESSORY ATELIER LIST

ITEM NAME	MATERIAL #1	MATERIAL #2
Guard Ring	Scale (x1)0	-
Water Magic Ring	Scale (x1)0	Pearl Shell (x1)
Magic Ring	Scale (x2)0	Dragon Scale (x1)
Wind Magic Ring	Feather (x1)0	Pearl Shell (x1)
Counter Ring	Horn (x2)0	Unicorn's Horn (x1)
Earth Magic Ring	Shell (x1)0	Pearl Shell (x1)
Lucky Ring	Shell (x2)0	Giant Crab's Shell (x1)
Cape	Skin (x4)	-
Power Ring	Bone (x2)0	Dragon's Bone (x1)
Thunder Magic Ring	Horn (x1)0	Pearl Shell (x1)
Speed Ring	Feather (x2)0	Giant Bird's Feather (x1)
Fire Magic Ring	Bone (x1)0	Pearl Shell (x1)
Pearl Ring	Pearl (x1)	-
Water Amulet	Scale (x1)0	-
Wind Amulet	Feather (x1)0	-
Thunder Amulet	Horn (x1)0	-
Fur Cape	Skin (x1)0	-
Flame Amulet	Bone (x1)0	-
Magic Cancellor	Dragon's Bone (x1)	Pearl Shell (x1)
Gold Emblem	Giant Crab's Shell (x1)	Pearl Shell (x1)
Pearl Bracelet	Pearl (x1)	Pearl Shell (x1)
Pearl Necklace	Pearl (x2)	Pearl Shell (x1)

## REINHOLD'S TRAINING HALL

The Training Hall is a place to visit often, especially when preparing to take on the final bosses in Fort El-Eal. The way the Training Hall works is as follows: You need a party of at least three characters to participate. Two regular characters and a support character make an acceptable team. You are thrust into 5 consecutive battles against your own shipmates. Each battle features three characters from those you've recruited and the difficulty level of each battle increases the closer you get to the end of the whole regime. Characters are chosen randomly from the pool of "free" characters. "Free" characters are those not assigned to your battle party or to the two Boat Parties. So, if you find that there are just some characters you cannot defeat, take them out of the pool by assigning them to a Boat Party.

Once you're into the 50's, it becomes difficult to level up any further. This is when the Training Hall becomes handy. Because the level of the opponent teams are based on your own level, you're never in a position where you won't get experience points, until you reach Level 99.



The level of the characters faced is determined by the Hero's current level, so you can always be assured of gaining at least two experience levels if you make it to the end of the 5<sup>th</sup> battle.

To be successful you must be faster than opponents are (Speed Rings help) and have stronger attacks. Level 3 and 4 magic (use advanced orbs like the Earth Mother Orb and the Rage Orb to increase the amount of high level spells you can cast) and Combo Magic attacks are especially helpful during the last two battles. Equipping the advanced orbs like the Mother Earth Orb or the Thunder Orb only makes sense. These runes grant the wearer the ability to cast Lv.2 to Lv.5 spells depending on their allotment of Magic Points. Being able to cast big-damage spells like Earthquake multiple times gives you an edge in the final three battles.



If you win the final battle, Reinhold gifts you with a special orb. The first time you win, you get a Fury Orb. Every time thereafter you win a Slash Orb.

### OPPONENT LEVELS

1 <sup>st</sup> Battle	10 levels below the Hero
2 <sup>nd</sup> Battle	8 levels below the Hero
3 <sup>rd</sup> Battle	4 levels below the Hero
4 <sup>th</sup> Battle	Same level as the Hero
5 <sup>th</sup> Battle	2 levels higher than the Hero



## THE SHIPWRIGHT'S ROOM

The Shipwright's Room is home to two different facilities: Tov's Ship Customization and Phil's Tailoring. They both deal with cloth, but produce entirely different results.

Tov, as the architect and builder of the Ship HQ, is responsible for any modifications that need to be made to your fleet. This includes the changing of the sail designs and the actual customizing of the fleet with the use of Ocean Rune Pieces.

When you choose the "Change design" option, you are given the opportunity to change the color of the Ship HQ's sails. However, before you can do that, you must find two special Canvases.

"Customize" allows you to attach Ocean Rune Pieces to the ships in your fleet, increasing one of three stats: Shooting Distance, Mobility and Armoring. Ocean Rune Pieces are hard to come by, so be careful when you are allotting them to a ship. Once they are attached to a ship, you cannot remove them. The good news is that you can change the allocation of the Ocean Rune Pieces already assigned to a ship, moving them from Mobility to Armoring (or Shooting Distance if you have enough) at will.



## PHIL THE TAILOR

Similar to Adrienne, Phil makes armor of the "clothes" category. Phil relies on Cotton, Flax and Wool. There are four levels of clothing dependant on the number of Stars of Destiny you've recruited. And you must meet the materials requirement before Phil can make the garment you desire. Oh, and you'll find that Phil makes some of the strongest armor (in this category) of the game.

### LEVEL REQUIREMENTS

LV.	REQUIREMENTS
1	Default
2	40+ Stars of Destiny recruited
3	80+ Stars of Destiny recruited
4	100+ Stars of Destiny recruited



Phil creates some of the best clothes in the game. However, to get the materials needed to make them, you must spend time trading goods at the Trading Post.

### HEAD GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Bandana	Bad Cotton Cloth (x1)	-	1
Fur Mask	Bad Wool Cloth (x1)	Skin (x1)	1
Pointy Hat	Bad Flax Cloth (x2)	Horn (x1)	1
Cotton Hat	Normal Cotton Cloth (x1)	Feather (x1)	1
Linen Hat	Normal Flax Cloth (x1)	Feather (x2)	1
Wool Hat	Normal Wool Cloth (x1)	Feather (x2)	1
Feather Hat	Normal Cotton Cloth (x1)	Giant Bird's Feather (x1)	2
Master's Headband	Normal Cotton Cloth (x1)	Frog's Skin (x1)	2
Pirate Bandana	Normal Flax Cloth (x1)	Giant Crab's Shell (x1)	2
Magical Hat	Normal Flax Cloth (x2)	Unicorn's Horn (x1)	2
Nay-Kobold Hat	Good Wool Cloth (x2)	Skin (x1)0	2
Gale Bandana	Good Cotton Cloth (x2)	Feather (x2)0	3
Noble's Hat	Silk (x1)	Feather (x2)0	3
Hat of Wisdom	Good Wool Cloth (x2)	Unicorn's Horn (x1)	3
Ninja Head Piece	Good Flax Cloth (x2)	Frog's Skin (x1)	3
Ribbon	Silk (x1)	Pearl Shell (x1)	4
Goblin Court Hat	Good Flax Cloth (x2)	Giant Bird's Feather (x1)	4
Silk Hat	Silk (x1)	-	4
Unicorn Hat	Silk (x1)	Unicorn's Horn (x1)	4

### BODY GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Stomach Band	Bad Wool Cloth (x1)	-	1
Tunic	Bad Flax Cloth (x2)	-	1
Robe	Bad Cotton Cloth (x1)	Feather (x1)	1
Martial Arts Garb	Bad Flax Cloth (x1)	Skin (x1)	1
Guard Robe	Bad Wool Cloth (x1)	Shell (x1)	1
Cotton Robe	Normal Cotton Cloth (x1)	Feather (x1)	1
Happi Coat	Normal Cotton Cloth (x2)	-	1
Wool Loincloth	Normal Wool Cloth (x1)	-	1
Linen Outfit	Normal Flax Cloth (x1)	-	1
One-Piece Dress	Normal Flax Cloth (x1)	Seashell (x2)	2
Linen Robe	Normal Flax Cloth (x1)	Feather (x2)	2
Wool Vest	Normal Wool Cloth (x2)	-	2
Wool Robe	Normal Wool Cloth (x2)	Feather (x2)	2
Feather Robe	Normal Cotton Cloth (x2)	Giant Bird's Feather (x1)	2
Master's Vest	Normal Wool Cloth (x2)	Frog's Skin (x1)	2
Magic Robe	Normal Flax Cloth (x2)	Unicorn's Horn (x1)	2
Thunder God's Garb	Normal Wool Cloth (x2)	Dragon Scale (x1)	2
Master's Robe	Good Cotton Cloth (x4)	Feather (x1)0	3
Tai Chi Garb	Good Flax Cloth (x4)	Dragon Scale (x1)	3
Nay-Kobold Garb	Good Wool Cloth (x4)	Skin (x1)0	3
Red Loincloth	Good Cotton Cloth (x4)	Giant Bird's Feather (x2)	3
Ninja Garb	Good Cotton Cloth (x4)	Frog's Skin (x2)	3
Silk Robe	Silk (x2)	-	3
Noble's Garb	Silk (x2)	Feather (x2)0	3
Party Dress	Silk (x2)	Seashell (x2)0	3
Robe of the Dead	Silk (x2)	Bone (x2)0	3
Ivory Robe	Good Wool Cloth (x4)	Dragon's Bone (x2)	3
Fog Robe	Good Flax Cloth (x4)	Dragon Scale (x2)	3
Phantasmal Coat	Good Cotton Cloth (x4)	Unicorn's Horn (x2)	4
Ancient Vestment	Silk (x2)	Dragon's Bone (x2)	4
Goblin Overcoat	Good Flax Cloth (x4)	Giant Bird's Feather (x2)	4
Unicorn Robe	Silk (x2)	Unicorn's Horn (x2)	4
Mermaid Robe	Silk (x2)	Pearl Shell (x2)	4

### HAND GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Mittens	Bad Cotton Cloth (x1)	Feather (x1)	1
Gloves	Bad Flax Cloth (x2)	-	1
Wristbands	Bad Wool Cloth (x1)	-	1
Cotton Mittens	Normal Cotton Cloth (x1)	Feather (x1)	1
Linen Mittens	Normal Flax Cloth (x1)	Feather (x1)	1
Wool Mittens	Normal Cotton Cloth (x1)	Feather (x1)	1
Feather Gloves	Normal Cotton Cloth (x1)	Feather (x2)	1
Master's Wristbands	Normal Wool Cloth (x2)	Frog's Skin (x1)	2
Magic Hand	Normal Flax Cloth (x2)	Unicorn's Horn (x1)	2
Paw Gloves	Good Wool Cloth (x2)	Skin (x4)	2
Power Gloves	Good Flax Cloth (x2)	Giant Crab's Shell (x1)	3
Silk Gloves	Silk (x1)	-	3
Noble's Gloves	Silk (x1)	Feather (x4)	3
Long Gloves	Silk (x1)	Pearl Shell (x1)	3
Ninja Braces	Good Cotton Cloth (x2)	Frog's Skin (x1)	4
Goblin Beads	Good Flax Cloth (x2)	Giant Bird's Feather (x1)	4
Venus Gloves	Silk (x2)	Pearl Shell (x2)	4

### FOOT GEAR

ITEM NAME	MATERIAL #1	MATERIAL #2	LV #
Sandals	Bad Cotton Cloth (x1)	-	1
Shoes	Bad Flax Cloth (x1)	-	1
Fur Shoes	Bad Wool Cloth (x1)	Skin (x1)	1
Knee Socks	Normal Cotton Cloth (x1)	-	1
Cotton Shoes	Normal Cotton Cloth (x1)	Feather (x1)	1
Shell Sandals	Normal Flax Cloth (x1)	Seashell (x2)	1
Thief Shoes	Normal Wool Cloth (x1)	Skin (x1)	1
Linen Shoes	Normal Flax Cloth (x2)	Feather (x2)	2
Wool Shoes	Normal Wool Cloth (x1)	Feather (x2)	2
Feather Shoes	Normal Cotton Cloth (x1)	Giant Bird's Feather (x1)	2
Master's Shoes	Normal Wool Cloth (x1)	Frog's Skin (x1)	2
Magic Sandals	Normal Flax Cloth xw	Unicorn's Horn (x1)	3
Paw Shoes	Good Wool Cloth (x2)	Skin (x2)	3
Silk Shoes	Silk (x1)	-	3
Silk Sandals	Silk (x1)	Seashell (x2)	3
Noble's Shoes	Silk (x1)	Feather (x2)	3
Ivory Sandals	Good Wool Cloth (x2)	Dragon's Bone (x1)	4
Ninja Leggings	Good Cotton Cloth (x2)	Frog's Skin (x1)	4
Goblin Clogs	Good Flax Cloth (x2)	Giant Bird's Feather (x1)	4
Mermaid Sandals	Silk (x2)	Pearl Shell (x1)	4

### HEADQUARTERS

### DECK

### BRIDGE

### FIRST DECK

### CORRIDOR

### SECOND DECK

### CORRIDOR

### SALOON

### IF AND 2F

### REAR DECK

### THIRD DECK

### CORRIDOR

### FOURTH DECK

### CORRIDOR

### FIFTH DECK

### CORRIDOR



# V MINI-GAMES

## MAKING POTCH FROM MINI-GAMES

Making money at the mini-games takes a certain amount of skill and determination, but it can be a nice break from running around with a Prosperity Rune. Especially at lower to middle levels, mini-game success can mean good equipment earlier.

### High Potch Games

The big money-maker is Rita-pon! If you can afford the high-stakes game, play at that level and try for a Hakoten. Doing this you can make

somewhere in the vicinity of 30,000+ Potch in a session! It's dangerous, since you can lose big too, but the risk is definitely worth it.

### Medium to Low Potch Games

Noah's card game, Coin Game 2, Triple Toss, and Down-To-One all fall into this category. Coin Game 2 and Noah's game allow you to wager up to 5000 Potch, so with a little practice at either you can rack up the cost of a Speed Ring fairly

quickly. The dice games are little more random. Of the two, Down-To-One pays out a little better because Gunter matches your wager and throws in with each roll. In other words, unless Gunter rolls a one, you almost always get back more than your starting wager.

### Alternate Potch Games

Finally, you must consider games which don't pay out overtly but which can make you Potch

with a little extra work. If you don't want the furniture Shiramine pulls up, for example, sell it! The best mini-game for this is the Lottery. You constantly find yourself with 40-50 tickets in your inventory, so sit down and spin the wheel and sell off all the unwanted Sunbeam Orbs and Diamonds. This is a great deal, since you get the tickets for free—all it costs you is a little time!

### TOPS

#### Run By

Basil in Razril and the Saloon.

#### Cost

100 Potch

#### Rules

Basil's game of tops sounds simple when he explains it, but it actually requires precise timing. You start out with one top wound up, and you may release it whenever you feel ready. The release meter on the left of the screen gives you a chance to get out your top at slow (green), medium (yellow), or high (red) speeds. You can then start winding the next top. As soon as it's wound, you can again release it when you wish. You and Basil each have three tops total. The object of the game is to have the last top spinning.

#### Prizes

The first time you win at each difficulty, you get a special prize. The prize for subsequent wins is different.

# OF VICTORIES	FIRST TIME	SUBSEQUENT TIMES
1	Medicine	Medicine
5	Window Set 3	Cough Drop
10	Old Book 2	Escape Talisman
15	Simple Sofa	Jizo Clock
20	Treasure Map	Mixed Herbs



#### Tips

There are two parts to this game that involve split-second timing. The first is the release. Wind the top all the way up as fast as you can, then let it go when the meter is right in the red (center). This gives maximum velocity and "kick" to your top. The second is when to release the next two tops. The best time is just a few seconds after Basil releases his. On the third one, wait a good 3-5 seconds, if you can spare them, in an attempt at lasting longer than Basil. Wait too long, though, and your tops fall, so have your finger ready on the X button!

#### Tips

Try to roll the die so the marker shadow is near the rim at about 2 o'clock or bounces directly off the edge at about 5 o'clock. You tend to get more 1s that way, although the game is still pretty random.



### DOWN TO ONE

#### Run By

Gunter, in Middleport, Na-Nal, Obel, and the Saloon.

#### Cost

20 Potch minimum

#### Rules

You and Gunter take turns rolling a die. Whoever gets a 1 first is the winner. If you don't roll a 1, you must add to the pot an amount of Potch equal to the roll's result. The opening wager must be at least 20 Potch. If your die flies out of the bowl, you lose.

#### Prizes

If you win, you take the pot. Gunter matches your original wager as well as putting in the result of his rolls. If you tie (neither of you rolls a 1), you split the pot.

### TRIPLE TOSS

#### Run By

Gunter, in Middleport, Na-Nal, Obel, and the Saloon.

#### Cost

100 Potch minimum

#### Rules

Gunter's other dice game is a bit more complicated. Each of you, starting with him, rolls three dice up to three times. If two dice show the same value, the third die is your score, and the high score wins. If you don't get a score within three tries, it's a "no roll" and you lose. You also lose if any dice go out of the bowl. A 4-5-6 is an instant win, as is any triple, but 1-2-3 is an instant loss.

#### Prizes

You get what you wagered if you win. 4-5-6 pays double, and triples pay out triple. If you roll three 1s, you get five times what you wagered! However, 1-2-3 loses you double your wager.

#### Tips

Try to roll the die so the marker shadow is near the rim at about 2 o'clock or bounces directly off the edge at about 5 o'clock, just like in Down-To-One. Another sweet spot is right on the shadow at about 10 o'clock on the bowl. The rim shots are difficult to master due to the three dice involved, so time your shot carefully in order to keep them all in the bowl.



### NOAH'S CARD GAME

#### Run By

Noah at the palace in Obel, and the Saloon.

#### Cost

500 / 2000 / 5000 Potch

#### Rules

This is a most unusual game in that you get to see what cards your opponent is holding at all times. At its heart, it is similar to cribbage, with you and Noah getting points for reaching certain values and making pairs and runs. However, it's done with runes instead of suits.

You take turns playing a card, then drawing one. The cards are numbered 1-5, and in suits of Fire, Earth, Water, Wind, and Lightning. When the sum of all the cards that have been played equals 51 or more, the game ends, and whoever has earned more points is the winner.

Normally, the number on the card you play equals the amount of points you get for playing it. If you play a card and the sum is a multiple of ten, you get ten bonus points. For example, if sum is currently seven, and you play a three, you get three points plus ten bonus points for 13. If you put down a card to reach 51 exactly, you get 20 bonus points. However, if you go over 51, you lose an amount of points equal to ten times the amount you exceeded 51.

By playing a card of the same Rune as Noah's last card, you earn a combo bonus and continue to play so long as you match the rune on top of the pile. When you either run out of a type of Rune, or simply chose not to play another, you play one final card. The combo earned applies only to bonus points or deductions (hitting a multiple of 10, hitting 51 exactly, or exceeding 51).

#### Prizes

If you win, you get what you wager as well as a prize based on the discrepancy between your score and Noah's.

POTCH	CLOSE	MODERATE	HIGH
500	Medicine	Cough Drop	Mushroom
2,000	Bone	Pearl	Mint
5,000	Seashell	Platinum	Diamond



#### Tips

This is not a game for the lazy! Becoming proficient at this mini-game requires carefully thinking out each play. Work to get rid of odd Rune suits early to get a backlog of one or two for a good combo. Add up the value of what you're going to be playing before actually laying down the card so that Noah won't get a multiple of ten bonus. Also be wary of setting her up for a massive combo.

Noah can see your cards, too, so don't expect her to give you combo material unless she can help it. At the 500 Potch level she might be nice, but not at higher stakes! You will do better playing a defensive game than an offensive one, at least at first. Plan your moves carefully in advance, although don't take too much time because a time limit is in effect. Remember: counting (and counting cards) is the path to success! Finally, when drawing to see who goes first, if you pick the furthest card to your right you will usually go first, and furthest to the left usually means you'll go second. It is sometimes nice to go second as you have a better chance of getting a combo from the start.

### MINI-GAMES

#### MAKING POTCH



## RITA-PON!

### Run By

Rita, in the Na-Nal Inn and the Saloon.

### Cost

No initial cost.

### Rules

You are dealt a hand of eight tiles, which come in five flavors: red, yellow, blue, green, and rune. There are nine tiles of each color—three each of one, two, and three dots—and one of each rune type: Wind, Lightning, Fire, Water, and Earth. There are 41 total tiles available, but only 40 are used in each game. One tile is pulled from the stack and used as the Dora tile at the end of each game.

Each turn you draw one tile, and either discard one or use a rune. The goal is to make three sets of three; either sequential numbers in a color, three of one number in a color or three runes. When Rita discards a tile that would complete a three of a kind set, you may pick it up and set it aside as one of your sets. This is called PON. When you only need one tile to win, you may announce REACH. This means you can only discard what you draw (or use it, if it's a rune) until you win or the game is over. If you draw what you need to win, it is referred to as TSUMO. When Rita discards the last tile you need to complete your last set, whatever it is, you may draw it to win, this is called RON. Finally, a tie is called RYUKYOKU.

Although you can use the runes as a set of three, they also have certain abilities. Fire destroys one of Rita's tiles, while Wind flips some around so she can't see them and you can. Lightning allows you to draw three tiles in a row, and Water lets you pick up a discarded tile from in front of either player. Finally, Earth protects you from the effects of Fire and Wind, however, its protection works against one rune.

Finally, you can choose at the end of each game whether to keep playing or to settle the score. You each start out with 10,000 points, and winning games earns you points and takes them away from Rita. If you bring her to 0, the series of games automatically, and a HAKOTEN is declared, earning you extra Potch.

### Prizes

Low-stakes: Your Potch is at 1/10 value in a low stakes game, with an extra 100 for each game won.

Medium-stakes: Your Potch is at 1/2 value, with an extra 500 for each game won.

High-stakes: Your Potch is at full value, with an extra 1,000 for each game won.



Hakoten: You earn an extra 1,000, 5,000, or 10,000 Potch for getting a Hakoten, depending on the stakes. She also gives you an Antitoxin, Mega Medicine, or Mushroom for doing particularly well (usually when you get a Hakoten, but not always).

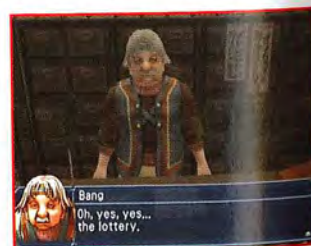
### Tips

One-two-three in a color is often easier to accumulate than three of a kind. Whenever you have only one of a color, discard it in favor of keeping matching colors, even if you have, say, one-two-two in blue. That way you keep your options open. It's also important to keep an eye on Rita's discards to have an idea of what sets she's trying to build, and to make sure that you don't get into a position where the only way to win is draw the Water rune so you can get a discarded tile. Additionally, don't think that just because you can announce REACH you always should. Sometimes it's better to retain the flexibility of discarding something other than what you draw.

Runes are incredibly valuable pieces due to the flexibility they offer. When possible, save Fire for the times Rita calls REACH. If you're lucky, Wind may reveal which tile Rita needs to win (the automated ordering of tiles helps as well) so you know what to avoid discarding. There's never a reason to discard Earth. Either hold onto it to make three of a kind, or use it to protect your tiles. There's no better safety net than Water. So long as this is in your hand, you have access to any tile you may have discarded. The triple-draw of Lightning is a great way to start matching up your tiles in a short amount of time.

### Tips

Although the lottery is essentially random, there are a few ways to better your chances. The first is to equip a Lottery Ticket on the Head slot of one (or more) of your party members. It starts out granting +1 Luck, but it advances to +10 and is renamed Lucky Lottery Ticket. When you use these to play the lottery, you tend to get better prizes. The second is to start the rotation going really fast, then let it slow down opposite the release area, then speed it up again for another few rotations before letting it release at high speed.



## COIN GAME #1

### Run By

Igor in the Saloon.

### Cost

100 Potch

### Rules

Can you guess what the coin flip will be? Pay 100 Potch, then guess as Igor flips his coin. Consecutive correct guesses earn better prizes.

### Prizes

- |                   |                      |
|-------------------|----------------------|
| 1: Medicine       | 6: Minced Bonito     |
| 2: Needle         | 7: Silk              |
| 3: Antitoxin      | 8: Fine Quality Wool |
| 4: Cough Drop     | 9: Escape Talisman   |
| 5: Lottery Ticket | 10: Lightning Amulet |

### Tips

You can see a hint of what it will be on the last rotation before the coin stops, so watch carefully!



## COIN GAME #2

### Run By

Igor in the Saloon.

### Cost

100 Potch minimum

### Rules

You and Igor take turns tossing a coin three times. Whoever gets more heads wins! If you get all tails, and Igor gets at least one heads, you also win.



### Prizes

You get what you wager.

### Tips

Whichever win you are going for, watch your coin carefully as it spins. Hit X right when the face you want is towards you, and it should come up as that. As with many mini-games, it's all about timing.



## MOUSE CATCH

### Run By

Random Nay-Kobold at the Nay-Kobold Warehouse.

### Cost

None

### Rules

First played when you meet Nalkul and Champo, you can revisit the thrill any time you stop by the Nay-Kobold settlement. You have 99 seconds to catch some mice. You do this by grabbing them with the X button, then dumping them in the cage. You can run faster with R1, or try being sneaky with R2. Once you have two or more mice in the cage, they start trying to escape by gnawing on the bars—sometimes other mice come over to help them. You can foil their attempt by going back over to the cage. Additionally, before the game starts, you get to set the parameters: 3, 7, or 10 mice, and normal, slippery, or icy floor. These affect the difficulty as well as the prize.

### Prizes

The first time you win at each difficulty, you get a special prize, then you get a different one every subsequent win.

CONDITION	3 MICE	7 MICE	10 MICE
<b>Normal</b>	Fire Orb	Mutton Sofa	Window Set 7
<b>Slippery</b>	Treasure Map	Natural Wood Book Table	Circlet
<b>Icy</b>	Old Book 5	Old Book 10	Hero Boots
<b>Subsequent</b>	Medicine	Mega Medicine	Jizo Clock



### Tips

When there are only three mice (regardless of surface) or on a normal surface with seven or ten mice, judicious use of R1 is in order. Don't run into walls, since you'll fall down and that costs you precious time. Pick a target, then run after it until you're right on top of it and hit X to grab a mouse. Don't bother keeping an eye on the cage until the alert sounds.

With more mice on a slippery or icy surface, your tactics must change. Unless you have hair-trigger reflexes to keep away from the walls, running is not your best choice. Instead, take up a position and stand still. Wait for mice to come close enough to either grab them outright or use a bit of R2 sneaking to get them quietly. Don't wait for the cage alert, but check back there often so you don't have to break cover at an inopportune moment. When you're down to the last mouse or two, put on a burst of speed and slide over to them and the cage since you won't have any time to waste.

## MUSHROOM VS. MINT WAR

### Run By

Mao and Nao in the Forbidden/Cultivation Room on Deck 5.

### Cost

None

### Rules

There are two parts to this bizarre mini-game. The first is played any time you want to, by talking to Mao or Nao. The second triggers only after you have all 108 Stars of Destiny and have grown either three mushrooms or three mints.

### Part 1



Talk to either Mao (mushrooms) or Nao (mint) to start the first part. There are three phases to the growing: seeds, development, and just prior to harvesting. In each phase you are asked five questions. The way you answer each question determines what kind of mint or mushrooms you get. Essentially, you start at 0, and each answer imposes a cumulative modifier on which the final result is based. When it's over, the item appears in the little box on the table in the center of the room.

The following charts show what each question is, and what each response gets you in terms of a modifier.

#### Question 1: How humid?

- A. Damp.
- B. A little dry.
- C. Very dry.

#### Question 2: Temperature?

- A. Really, really cold.
- B. Slightly warm.
- C. Stuffy and humid.

#### Question 3: How bright?

- A. Pitch-black.
- B. Well-lit.
- C. Blindingly bright.

#### Question 4: Ventilation?

- A. None.
- B. Maybe a little bit of air.
- C. Open those windows wide!

#### Question 5: Fertilizer?

- A. Yes, let's use plenty.
- B. Just a bit will do.
- C. We don't need fertilizer.

### Mushrooms

QUESTION	1	2	3	4	5
Answers	A B C	A B C	A B C	A B C	A B C
Spores	3 0 -4	-1 7 -8	-4 4 -1	2 6 -3	-6 3 0
Develop	12 1 -9	-6 5 -2	-3 5 -1	1 6 -3	-6 4 1
Harvest	-9 -1 6	9 1 -6	-6 1 8	-12 -1 8	12 0 -6

### Mint

QUESTION	1	2	3	4	5
Answers	A B C	A B C	A B C	A B C	A B C
Seeds	6 0 -7	-7 -6 1	4 3 0	-3 -5 5	-4 0 3
Develop	-7 4 1	-10 1 12	-4 5 1	0 9 -12	-6 -1 3
Harvest	9 1 -12	8 2 -7	5 -1 -4	-8 1 -6	12 -1 -8

### Part 2



Once you have all 108 Stars of Destiny, head down to the Cultivation Room and start growing either Mushrooms or Mint. Grow three in a row, and when you go to pick up the third one, it usually triggers the second part of this game: Mushroom vs. Mint War. In this, you take the side of either Mushrooms or Mint in their epic struggle for dominance. Much like in normal combat, you have a list of options to choose from each turn. These choices are Charge (your soldiers run in and attack their foes), Ranged

## TREASURE HUNTING

### Run by

Rene in the Library and on-site locations

### Rules

Treasure Hunting is less of a mini-game and more of a sub-quest. To play, you need to recruit Rene and pick up Treasure Maps where ever you find them. Rene is on Donut Island, a doughnut shaped island located to the east of the Kingdom of Obel. You learn about Rene through a message in a Message Bottle found along the shoreline of Nay Island. This object appears after you obtain the Ship HQ in Main Event 074, so make a point of looking for it after that point in the game. When you find Rene, she's pretty surprised but admits that you've passed her "test." As a result, she's willing to join your crew and teach you all she knows about Treasure Hunting—which is considerable.



Without Rene, you can't do anything. Accept her terms, deal with her arrogance and don't blow it.

(your soldiers shoot dozens of little tiny arrows), Magic (your soldiers perform a Rune attack), and Other (covering such actions as spying on the enemy or attempting different formations). The goal is to reduce your opponent to 0 soldiers while retaining at least one of your own.

### Prizes

#### Part 1

41 or More	Poisonous Mint/Mushroom	-3 to -14	Sleepy Mint/Mushroom
16 to 40	Mysterious Mint/Mushroom	-15 to -39	Confusion Mint/Mushroom
4 to 15	Gloomy Mint/Mushroom	-40 or less	Bucket Mint/Mushroom
-2 to 3	Mint/Mushroom		

#### Part 2

Whatever you would have gotten is replaced with Mixed Herbs if you win.

### Tips

#### Part 1

Keep track of the modifier you have accumulated; a piece of scratch paper is helpful to record what the number is at currently. None of the mushrooms/mints are any good except for the regular one, (the others all worsen your condition) so keep your number between -2 and 3!

#### Part 2

For each command, you have several options based on groups of three Stars of Destiny. It is usually the case that you want to pick the one with the highest value—for example, if you wanted to Charge, your best bet would be the Kika/Sigurd/Hervy group with an attack value of 22. If you choose Charge and your foe chose Ranged, the damage of your Charge increases by 20%. If you choose Ranged and they chose Magic, you will be successful. Finally, if you choose Magic and your opponent chose Charge, your Magic prevails. The Spy group in the Other category is also very useful, as it tells you what your opponent's choice for their next command.

Once you've recruited Rene, go to the Library on the 4<sup>th</sup> Deck of your Ship HQ and hand over all of the Treasure Maps found to that point. Rene marks where the treasure is located on the maps. Once she's examined and analyzed the maps, you can view them in the Library and figure out where to go to find the treasure the reveal. Rene walks you through the basics of Treasure Hunting using the first map as an example.



There are four places where you can Treasure Hunt: Donut Island, Mordo Island, Limestone Shelf Island and Mountain Mass Island. Donut Island you should already be familiar with. On Mordo Island, you must leave the beach and head into the mountains to trigger the Treasure Hunt. The last two locations are located in the far SW and NW corners of the map. To reach Limestone Shelf Island, sail SW from Hermitage Island or the Nest of Pirates. You should be able to make out the basic shape of the small island from beneath the cloud cover on the Course Correction screen. Mountain Mass Island is due north of Razril. It is the largest island in a chain that stretches across the northern reaches of the map. When you hit the chain of islands, start looking for the largest one and that is Mountain Mass Island. This location, the largest of the four, is split into two parts: the Beach and the Mountains. Maps displaying a part of Mountain Mass Island are keyed to one of those two parts.

Mountain Mass Island and Limestone Shelf Island are the only two places on the map that you aren't likely to visit during the course of the adventure. They are basically for Treasure Hunting alone, although both places have Treasure Chests waiting above the ground too.





With the exception of the first map, the island and location on the island where you find the treasure are somewhat randomly determined. Look at the table that follows and note that each map has a range of islands on which the treasure can be found. Some maps, like Maps 3, 5 and 7, are keyed to a single island. Others like Map 23 and 24 are keyed to all five.

Donut Island is small and round and so it is easily recognizable, even in zoomed in, detail maps like this one. Another way to distinguish Donut Island maps from the rest is the lightness of the map itself. Rarely will you find one drawn with heavy dark strokes or tinted a dark sepia.

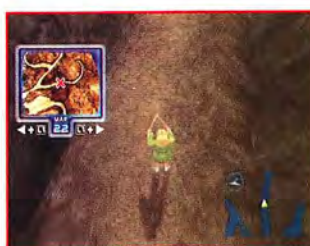


Mordo Islands maps are drawn with a heavy hand similar to the maps for the Mountain Mass Island areas. Since the Treasure Hunting area of Mordo Island is so small, you shouldn't have any problems recognizing the location shown on these maps

Limestone Shelf Island Maps are distinguished by the pentagon-shaped rocks and, of course, the limestone shelves.

The maps for treasures located on Mountain Mass Island's Beach are often bereft of any markings. However, you can distinguish them from the darker tones on the map itself.

In the mountainous region of Mountain Mass Island, there are twisty paths that show up well on the maps keyed to this region. Note the continued use of darker, grittier colors than on the maps for the Limestone Shelf Island and Donut Island.



Once you figure out which island you need to visit, sail or teleport there and start looking. Rene uses two special dowsing rods that are especially tuned to treasure chests. To activate them, scroll through the maps that Rene has analyzed and stop on the one in which you are interested.

If you can figure out what area of the island map is displayed on the treasure map, head over there and try to match the treasure map display with the standard map display in the lower right corner of the screen. If you aren't sure exactly where the treasure is supposed to be located, walk around the area slowly until you hear the tell-tale beeps of the radar. The first method is obviously the most preferred one, but there are going to be times when you just can't figure out where you are supposed to go (especially on those Mountain Mass Island Beach maps) and you must walk the island until you find something.



**Matching up the image on the Treasure Map with the image on the map screen is the easiest way to locate buried treasure.**



**Other times, it's just not possible. The only choice is to walk around the island until you hear the radar.**

When you get within range of the buried treasure chest, the radar starts beeping and Rene's dowsing rods start to bend in the direction of the treasure. Follow the rods and walk slowly (use Triangle) until you get close to the object. At that point the dowsing rods start quivering like mad and the beeping of the radar increases. Keep walking around the area until both rods stop moving and their tips draw together into a point. Stop walking and start digging.

### Tips

Treasure Hunting can be fun, but there are ways to improve it. First of all, as soon as you get Map 16, go to Mass Mountain Island and find it. The treasure it contains is the Champion's Orb, a rune that dissuades any monster weaker than you from attacking. Immediately equip the Orb on one of your party members and you won't have to worry about as many random battles while sailing to your destinations or while combing the islands themselves. Secondly, consider waiting until you've gathered all 30 Treasure Maps before starting the quest. Treasure Hunting is a skill that increases with time and you'll find it easier to read the maps and locate the treasures after you've done it a few times. Besides, Treasure Hunting gets to be addicting after a while, especially if you've had a string of good luck! And it is much easier to clear a whole island of its treasure at once than it is to travel to and fro, whenever you need a break from the action of the game.

## THE COMPREHENSIVE GUIDE TO THE TREASURE MAPS

TREASURE MAPS	TREASURE	MAP LOCATION	POSSIBLE LOCATIONS
Map 1	Rage Orb	Doughnut Isle: Talk to Rene	Donut Island
Map 2	Old Book Volume 1	Middleport Underground Path: Treasure Chest	Donut Island, Mordo Island
Map 3	Log Bench	Iluya Kaoluk Army Advanced Base (Indoor): Treasure Chest	Limestone Shelf Island
Map 4	Flowing Orb	Hermitage Island: The shed to the right of Eleanor's House	Donut Island, Limestone Shelf Island, Mass Mountain Island (Beach)
Map 5	Simple Carpet	Cat and Mouse: Average / Shiny	Mass Mountain Island (Mountains)
Map 6	Ninja Garb	Nay Island: Bookshelf in Elder's House	Donut Island, Mordo Island, Mass Mountain Island (Mountains)
Map 7	Window Set 5	Nay Island Stonecutter's Field: Treasure Chest	Mass Mountain Island (Beach)
Map 8	Coral Console	Pirate's Nest: Treasure Chest	Mordo Island, Limestone Shelf Island
Map 9	Shell Shield	Lime Shelf Island: Treasure Chest	Donut Island, Mass Mountain Island (Mountains)
Map 10	Thief Shoes	Razril (Back Street): Crate	Donut Island
Map 11	Fancy Table	Na-Nal (Harbor): Treasure Chest	Limestone Shelf Island
Map 12	Ancient Vestment	Misty Merchant Ship: Cabin Table	Mordo Island, Limestone Shelf Island, Mass Mountain Island (Beach or Mountains)
Map 13	Thunder Orb	Kingdom of Obel: Barrel on the right side of the dock	Mass Mountain Island (Beach or Mountains)
Map 14	Magic Cancellor	Tops: 20 Wins	Donut Island, Mordo Island, Mass Mountain Island (Mountains)
Map 15	Canvas 3	Pirate's Nest: Small chest on beach	Donut Island
Map 16	Champion's Orb	Iluya Island: Treasure Chest	Mass Mountain Island (Beach or Mountains)
Map 17	Diamond, 5000 patch	Nay-Kobold Settlement: Tree behind Hot Spring	Donut Island, Mass Mountain Island (Beach)
Map 18	Cyclone	Na-Nal (Hillside Town): Next to Armor Shop	Mass Mountain Island (Beach or Mountains)
Map 19	Slash Orb, 1000 patch	Middleport Inn: Near a barstool in the corner	Donut Island, Limestone Shelf Island
Map 20	Nay-Kobold Hat, 2000 patch	Kaoluk Advanced Base: Stack of Crates	Donut Island, Mordo Island
Map 21	Tatami Mat	Nay Island: Treasure Chest	Mass Mountain Island (Beach)
Map 22	Thunder Amulet, 5000 patch	Hermitage Island: In the back of the cave	Limestone Shelf Island, Mass Mountain Island (Beach or Mountains)
Map 23	Wool Robe, 2000 patch	Obel Patrol Ship: Behind Flare	Donut Island, Mordo Island, Limestone Shelf Island, Mass Mountain Island (Beach or Mountains)
Map 24	Wing Boots, 1000 patch	Na-Nal (Harbor): Basket on Wooden Boat	Donut Island, Mordo Island, Limestone Shelf Island, Mass Mountain Island (Beach or Mountains)
Map 25	God Hand	Razril Inn: Bookshelf	Limestone Shelf Island, Mass Mountain Island (Beach)
Map 26	Dragon Head Piece	Mordo Island (Seashore): Next to Hot Spring	Donut Island
Map 27	Forest Wallpaper	Nay Island Inn: Treasure Chest	Donut Island, Mass Mountain Island (Mountains)
Map 28	Kite Shield, 2000 patch	Na-Nal Rune Shop: Dresser	Mass Mountain Island (Beach or Mountains)
Map 29	Mother Earth Orb	Ruins of Obel, Outside: Tree	Mordo Island, Mass Mountain Island (Beach)
Map 30	Guardian Circle	Treasure Chest, Razril Hall of Knights (Rooftop) after the city's liberation	Limestone Shelf Island, Mass Mountain Island (Beach or Mountains)

## NET-FISHING

### Run By

Shiramine on the Rear Deck.

### Cost

None

### Rules

Fishing with Shiramine is very rewarding, since you can do it while accomplishing other objectives. Simply speak to him on the back of Deck 2, and tell him to cast the net. When you feel the time is right, have him haul it up, and collect your loot!

### Prizes

Depending on which area you're fishing in, different items may be caught.

Seas around Razril

Sardine, Crab, Pot of Failure, Pot of Razril, Window Set 6, Snowe's Clothes, Crimson Cape, Ocean Rune, Wind Rune, Stone of Evasion.

Seas around Middleport

Sardine, Crab, Graffiti, Abstract Art, Tiger Carpet, Mink Wallpaper, Gorgeous Wallpaper, Stone of Strength, Stone of Magic Defense, Ocean Rune.

Seas around Deserted Island

Shell, Pearl, Black Pearl, Ocean Floor Carpet, Coral Table, Lightning Rune, Stone of Skill, Stone of Defense.

Seas around Pirate's Nest

Mackerel, Knight Statue, Graffiti, Noble Painting, Pirate King Boots, Snowe's Noble Clothes, Ocean Rune.

Seas around Mordo

Sardine, Shell, Shell Bench, Blue Fox Desk, Good Luck Cat.

Seas around Obel

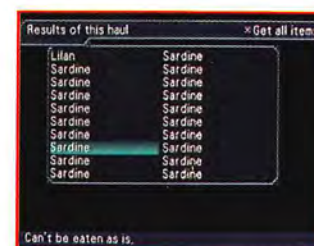
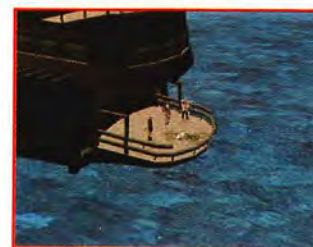
Sardine, Mackerel, Bonito, Pot of Failure, Pot of Obel, Window Set 1, Window Set 8, Forest Carpet, Stone of Strength, Wind Rune, Water Rune, Ocean Rune.

Seas around Nay

Sardine, Mackerel, Red Snapper, Graffiti, Landscape Painting, Pot of Failure, Pot of Nay, Ocean Rune, Lilan.

Seas around Na-Nal

Sardine, Mackerel, Puffer Fish, Pot of Failure, Pot of Na-Nal, Flower Painting, Log Table, Fire Rune, Ocean Rune, Stone of Speed.



Seas around Iluya

Sardine, Voodoo Doll, Snowe's Pirate Clothes, Log Display Stand, Gorgeous Sofa, Ocean Rune.

Seas around Donuts Island

Sardine, Mackerel, Red Snapper, Black Pearl.

Seas around Limestone Shelf Island

Sardine, Mackerel, Red Snapper, Natural Wood Couch, Lightning Rune, Ocean Rune, Black Pearl.

Seas around Mountain Mass Island

Sardine, Mackerel, Red Snapper, Fire Rune, Ocean Rune, Black Pearl.

Northern Ocean

Sardine, Bonito, Simple Table, Stone of Magic, Ocean Rune.

Central Ocean

Sardine, Bonito, Natural Wood Display Stand, Pot of Failure, Gold Pot.

Southern Ocean

Sardine, Bonito, Simple Display Stand, Gorgeous Carpet, Pot of Failure, Celadon Pot, Earth Rune.

### Tips

Throw the net overboard before setting off to an island, and pull it up just before landing to get extra benefit out of your travel time. It won't work if you're teleporting however; you must be sailing. If you're dredging for a specific item, a good rule of thumb is to pull the net up after 10-15 fights. That gives the net enough time to accumulate some good treasure.

## POLE-FISHING

### Run By

Ugetsu on the Rear Deck.

### Cost

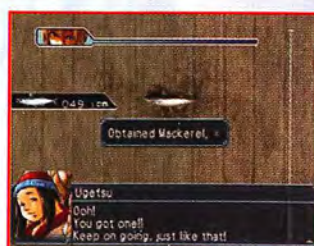
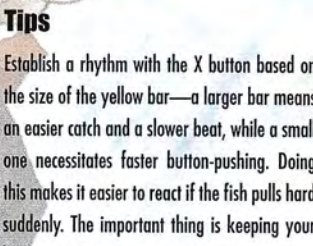
100 Patch

### Rules

Once you've recruited Ugetsu, he allows you to spend many a peaceful hour fishing off the back of your ship. Pay him 100 Patch, and he'll set you up. You sit there like a statue until you get a bite. The top bar shows how close to being reeled in the fish is, while the bar on the right represents how hard the fish is fighting. Hit X to bring your strength to bear—keep the bar inside the yellow rectangle (the bar will be green there), and you'll be successful. If it strays into the red too long the line will break, and if it drops into the blue the fish will make off with the bait. Maintain a balance between them and you'll get your fish!

### Prizes

You can get a variety of fish from this game. They are: Red Snapper, Bonito, Puffer Fish, Crab, Mackerel, Sardine, and a Bucket. All of these except the Bucket can be cooked up into tasty HP restoratives on Deck 3. Ugetsu will get very excited when you break a new size record, but he doesn't actually give you anything.





## VI

## ITEM DATA

## EQUIPMENT

The following tables list the equipment available to your characters. Use the types of armor (the columns starting with Magical and ending at Nay-Kobold) along with the information in the character section to determine which characters can use which pieces of equipment.

Certain pieces of equipment with similar names convey a special bonus if a single character equips all the pieces to the set. The sets and bonuses are presented here.

NAME	EFFECT
Ogre Set	Inflicts Berserk
Venus Set	Magic Def +10%, Protected when critical +20%
Hero Set	Skill +10%, Speed +10%, Attack +10%
Bandage Set	Magic Def +25%, Speed +5%, Evasion +5%
Diamond Set	Magic Def +25%, Physical Def +10%
Mermaid Set	Magic Def +25%, Immune to Water
Goblin Set	Attack +20%
Unicorn Set	Recover 5% every turn
Pirate King Set	Physical Defense +10%, Magic Defense +10%
Guardian	Physical Defense +10%

NAME	EFFECT
Dragon Set	Physical Defense +5%, Magic Def +5%, Fire Resistance +10%
Ninja Set	Critical Attack +5%, Speed +10%
Noble Set	Recover 1% every turn, Magic Defense +5%, Magic +5%, Speed +10%
Warrior	Physical Ability Resistance +10%, Attack +10%
Silk Set	Magic Defense +5%, Speed +10%, Magic +5%
Magic Set	Fire, Wind, Earth, Water, Thunder, Dark, Physical Special Resistances +5%, Magic +10%
Pirate Set	Attack +10%, Physical Defense +10%, Water Resistance +5%
Master Set	Skill +20%, Attack +10%, Physical Ability Resistance +5%
Wing Set	Speed +10%, Evasion +10%, Luck +10%, Wind Resistance +10%
Platinum Set	Magic +10%, Magic Defense +25%

## HEAD ARMOR

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPIES	GIRLS	WOMEN	NOBILITY	MAN	NAY-KOBOLD	EFFECT
Bandanna	80	40	1	○	■	■	○	○	○	○	○	○	■	○	—
Leather Helm	120	60	2	○	○	■	○	○	○	○	○	○	○	○	—
Forehead Guard	120	60	2	○	○	■	○	○	○	○	○	○	○	○	—
Feather Trinket	—	175	3	■	■	○	○	○	○	○	○	○	○	○	EVA +2, SPD +2
Circlet	120	60	3	■	○	○	○	○	○	○	○	○	○	○	—
Bone Helmet	—	175	3	○	○	■	○	○	○	○	○	○	○	○	—
Fur Mask	—	175	3	○	○	■	○	○	○	○	○	○	○	○	—
Pointy Hat	250	125	4	■	■	○	○	○	○	○	○	○	○	○	EVA +2, SPD +3
Feather Hat	—	400	5	■	○	○	○	○	○	○	○	○	○	○	—
Cotton Hat	—	175	5	■	○	○	○	○	○	○	○	○	○	○	—
Iron Helm	500	250	5	○	○	■	○	○	○	○	○	○	○	○	—
Linen Hat	—	250	5	■	■	○	○	○	○	○	○	○	○	○	—
Master's Headband	—	450	6	○	○	○	○	○	○	○	○	○	○	○	STR +2, SKL +2
Necklace	—	200	6	○	○	○	○	○	○	○	○	○	○	○	—
Wool Hat	700	350	6	■	■	○	○	○	○	○	○	○	○	○	—
Pirate Bandana	1300	650	7	○	○	■	○	○	○	○	○	○	○	○	MAG +3, M.DEF +4
Magical Hat	3000	1500	7	■	■	○	○	○	○	○	○	○	○	○	SKL +4, SPD +4
Wing Helm	—	3000	8	○	○	■	○	○	○	○	○	○	○	○	—
Silver Circlet	2000	1000	8	■	○	○	○	○	○	○	○	○	○	○	STR +8
Ogre Helm	—	6500	10	○	○	○	○	○	○	○	○	○	○	○	—
Silver Helm	—	1250	10	○	○	○	○	○	○	○	○	○	○	○	—
Silver Necklace	5250	2625	10	○	○	■	○	○	○	○	○	○	○	○	SPD +10
Gale Bandana	8000	4000	10	○	○	■	○	○	○	○	○	○	○	○	STR +5
Horn Helm	—	4000	12	○	○	○	○	○	○	○	○	○	○	○	—
Gold Circlet	4800	2400	12	■	○	○	○	○	○	○	○	○	○	○	—
Gold Mask	7500	3750	12	○	○	■	○	○	○	○	○	○	○	○	LUC +10
Silk Hat	8000	4000	12	■	○	○	○	○	○	○	○	○	○	○	STR +2, SKL +2
Warrior's Mask	—	4250	13	○	○	○	○	○	○	○	○	○	○	○	LUC +4
Nay-Kobold Hat	3800	1900	14	○	○	○	○	○	○	○	○	○	○	○	—
Gold Helm	6500	3250	14	○	○	○	○	○	○	○	○	○	○	○	—
Dragon Helmet	8500	4250	14	○	○	■	○	○	○	○	○	○	○	○	MAG +4
Ivory Crown	—	4500	14	■	○	○	○	○	○	○	○	○	○	○	EVA +6, SPD +4
Ninja Head Piece	—	4000	15	○	■	■	○	○	○	○	○	○	○	○	LUC +6
Noble's Hat	9500	4750	16	○	○	○	○	○	○	○	○	○	○	○	MAG +15
Hat of Wisdom	8500	4250	18	■	■	○	○	○	○	○	○	○	○	○	SKL +4, SPD +4
Dragon Head Piece	—	4000	19	○	○	○	○	○	○	○	○	○	○	○	—
Gold Necklace	—	2625	20	○	○	○	○	○	○	○	○	○	○	○	—
Platinum Helm	8000	4000	20	○	○	○	○	○	○	○	○	○	○	○	—

## HEAD ARMOR

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPIES	GIRLS	WOMEN	NOBILITY	MAN	NAY-KOBOLD	EFFECT
Ribbon	—	4500	22	○	○	○	○	○	○	■	○	○	○	○	All Stats +5
Cat Mask	11000	5500	24	○	○	○	○	○	○	○	○	■	○	○	STR +8, SPD +4
Diamond Helm	12000	6000	25	○	○	■	○	○	○	○	○	○	○	○	Fire Resistance -10%
Goblin Court Hat	—	8000	25	○	■	○	○	○	○	○	○	○	■	■	MAG +6, SPD +4
Unicorn Hat	—	10000	28	○	○	○	○	○	○	■	○	○	○	○	EVA +8, M.DEF +8
Mermaid Crown	—	12000	28	○	○	○	○	○	○	■	■	○	○	○	M.DEF +10
Mystical Circlet	—	20000	28	■	○	○	○	○	○	○	○	○	○	○	MAG +20, M.DEF +20, Silence Resistance +100%
Guardian Circlet	—	16000	30	■	○	○	○	○	○	○	○	○	○	○	EVA +5, M.DEF +5
Venus Comb	—	11000	32	○	○	○	○	○	○	○	■	■	○	○	—
Hero's Helmet	—	19000	33	○	○	○	○	○	○	○	○	○	○	○	All Stats +4
Pirate King Crown	—	14000	35	○	■	■	○	○	○	○	○	○	○	○	STR +5, SKL +5
Lottery Ticket	—	25	0	■	○	■	○	○	○	■	■	■	■	■	LUC +1
Lottery Ticket (Lucky)	—	25	0	■	○	■	○	○	○	■	■	■	■	■	LUC +10

## BODY ARMOR

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPIES	GIRLS	WOMEN	NOBILITY	MAN	NAY-KOBOLD	EFFECT
Marital Arts Garb	—	60	3	○	○	○	○	○	○	○	○	○	■	■	—
Tunic	120	60	2	■	■	○	○	○	○	○	○	○	○	○	—
Robe	—	60	2	■	○	○	○	○	○	○	○	○	○	○	—
Stomach Band	150	75	2	○	○	○	○	○	○	○	○	○	○	○	—
Needle Sash	250	125	4	○	■	■	○	○	○	○	○	○	○	○	—
Leather Armor	250	125	4	○	■	■	○	○	○	○	○	○	○	○	—
Guard Robe	300	150	5	■	■	○	○	○	○	○	○	○	○	○	M.DEF +2
Cotton Robe	—	175	6	■	■	○	○	○	○	○	○	○	○	○	—
Chain Mail	350	175	7	○	■	■	○	○	○	○	○	○	○	○	—
Thorn Armor	—	225	8	○	■	■	○	○	○	○	○	○	○	○	—
Splint Armor	—	300	10	○	■	■	○	○	○	○	○	○	○	○	—
Happi Coat	600	300	10	○	○	○	○	○	○	○	○	○	○	○	—
Wool Loincloth	700	350	11	○	○	○	○	○	○	○	○	○	○	○	LUC +5
Corset	800	400	12	○	○	○	○	○	○	○	○	○	○	○	—
Shell Armor	—	400	12	○	■	■	○	○	○	○	○	○	○	○	—
Wool Vest	—	500	15	○	○	○	○	○	○	○	○	○	○	○	—
Bone Armor	—	600	14	○	■	■	○	○	○	○	○	○	○	○	—
One-Piece Dress	—	700	13	○	○	○	○	○	○	○	○	○	○	○	M.DEF +2
Linen Outfit	1500	750	14	■	■	■	○	○	○	○	○	○	○	○	—
Iron Mail	1600	800	18	○	○	○	○	○	○	○	○	○	○	○	—
Scale Mail	—	850	16	○	■	■	○	○	○	○	○	○	○	○	M.DEF +2
Linen Robe	—	900	13	■	■	○	○	○	○	○	○	○	○	○	—
Crab Armor	2100	1050	15	○	○	○	○	○	○	○	○	○	○	○	—
Wool Robe	2600	1300	17	■	■	○	○	○	○	○	○	○	○	○	—
Silver Chain	3600	1800	20	○	■	■	○	○	○	○	○	○	○	○	—
Feather Robe	3800	1900	18	■	■	○	○	○	○	○	○	○	○	○	EVA +4, SPD +2
Master's Vest	—	2000	19	○	○	○	○	○	○	○	○	○	○	○	SKL +2, SPD +2
Battle Suit	4000	2000	22	○	○	○	○	○	○	○	○	○	○	○	STR +2
Magic Robe	—	2100	18	■	■	○	○	○	○	○	○	○	○	○	MAG +4, M.DEF +4
Thunder God's Garb	5000	2500	22	■	■	■	○	○	○	○	○	○	○	○	MAG +1, M.DEF +2, Thunder Resistance +30%
Gold Chain	5400	2700	24	○	■	■	○	○	○	○	○	○	○	○	—
Wing Mail	—	3250	23	○	■	■	○	○	○	○	○	○	○	○	EVA +4, SPD +4
Pirate Armor	6500	3250	23	○	○	○	○	○	○	○	○	○	○	○	STR +2, SKL +2
Rock Armor	—	3600	26	○	○	○	○	○	○	○	○	○	○	○	Physical Defense +20%, Evasion -20%
Silver Mail	8800	4400	26	○	○	○	○	○	○	○	○	○	○	○	—
Master's Robe	—	4500	23	■	■	○	○	○	○	○	○	○	○	○	MAG +4, M.DEF +4, Recover 10% HP every turn
Nay-Kobold Garb	—	4950	28	○	○	○	○	○	○	○	○	○	○	○	—
Tai Chi Garb	10000	5000	24	■	■	○	○	○	○	○	○	○	○	○	SPD +10
Red Loincloth	—	5500	30	○	○	○	○	○	○	○	○	○	○	○	LUC +10, More likely to be targeted
Gold Mail	12000	6000	32	○	○	○	○	○	○	○	○	○	○	○	—
Warrior Armor	—	6000	32	○	○	○	○	○	○	○	○	○	○	○	SKL +5
Dragon Armor	—	6000	32	○	○	○	○	○	○	○	○	○	○	○	STR +5
Ninja Garb	—	6500	25	○	■	■	○	○	○	○	○	○	○	○	EVA +5, SPD +15
Night Armor	14000	7000	36	○	○	○	○	○	○	○	○	○	○	○	—
Silk Robe	14500	7250	34	■	■	○	○	○	○	○	○	○	○	○	—

ITEM DATA

EQUIPMENT

CONSUMABLES

RUNES

RUNE PIECES

EVENT ICONS

DECORATIONS

TRADE ITEMS



## BODY ARMOR

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPIES	GIRLS	WOMEN	NOBILITY	MAN	MAX-KOBOLD	EFFECT
Party Dress	—	7500	34	○	○	○	○	○	○	■	■	○	○	○	M.DEF +6, Fire Magic Attack +30%
Noble's Garb	—	8000	36	○	○	○	○	○	○	○	○	■	○	○	LUC +5, Dark Resistance +30%
General Armor	—	9000	40	○	○	○	○	■	○	○	○	○	○	○	M.DEF +5
Robe of The Dead	—	9000	30	■	■	○	○	○	○	○	○	○	○	○	STR +50, SKL +50, MAG+30, Physical Defense -50%; More likely to be targeted
Ivory Robe	—	9500	36	■	■	○	○	○	○	○	○	○	○	○	MAG +4, M.DEF +4
Fog Robe	—	9800	40	■	■	○	○	○	○	○	○	○	○	○	Water Resistance +30%
Great Earth Armor	—	10500	43	○	○	■	○	○	○	○	○	○	○	○	Earth Resistance +30%
Platinum Mail	23000	11500	50	○	○	■	○	○	○	○	○	■	○	○	—
S Dragon Mail	—	12000	44	○	○	■	○	○	○	○	○	■	○	○	Recover 10% HP every turn
Ancient Vestment	—	13000	48	■	■	○	○	○	○	■	○	○	○	○	M.DEF +6, Fire Magic Attack +30%
Phantasmal Coat	—	13000	47	■	■	○	○	○	○	○	○	○	○	■	EVA +50
Mythical Armor	—	15500	44	○	○	■	○	○	○	○	○	■	○	○	M.DEF +12, Fire, Wind, Thunder Resistances +20%
Wind-Spun Armor	—	16000	51	○	○	○	○	○	○	○	○	■	○	○	SPD + 15Wind Resistance +50%
Diamond Mail	32000	16000	54	○	○	■	○	○	○	○	○	■	○	○	Fire Resistance -10%
Kinkaku Armor	—	19000	56	○	○	○	○	■	○	○	○	○	○	○	SPD +5, Physical Attack +10%
Ginkaku Armor	—	19000	56	○	○	○	○	■	○	○	○	○	○	○	EVA +5, Critical Hit Rate +10%
Bondage Suit	—	19000	52	○	○	○	○	○	○	○	○	■	○	○	M.DEF +8
Goblin Overcoat	—	20000	49	○	■	○	○	○	○	○	○	○	■	■	MAG +5, EVA +10
Dragon Bone Armor	41000	20500	53	○	○	■	○	○	○	○	○	○	○	○	MAG +5, M.DEF +10
Holy Armor	—	20500	54	○	○	■	○	○	○	○	○	○	○	○	STR +10, SPD +10
Ogre Mail	—	21000	25	○	○	■	○	○	○	○	○	○	■	○	STR + 30
Master's Garb	—	21300	48	○	■	■	○	○	○	○	○	■	○	○	STR + 15, SKL +15
Unicorn's Robe	—	22500	56	○	○	○	○	○	○	○	○	○	○	○	MAG +5, LUC +5
Mermaid Robe	—	23500	58	○	○	○	○	○	○	○	■	○	○	○	Water Magic Attack +10%
Venus Armor	50000	25000	60	○	○	○	○	○	○	○	■	■	○	○	STR +10, SKL +5
Goddess Robe	—	27000	50	○	○	○	○	○	○	■	■	○	○	○	Magic Attack +20%; Magic Defense +20%
Pirate King Vest	—	27500	74	○	■	■	○	○	○	○	○	○	○	○	STR +5, SKL +5, SPD +5
Guardian Garb	—	29000	65	■	○	○	○	○	○	○	○	○	○	○	MAG +10, M.DEF +20
Hero's Armor	—	30000	68	○	○	■	○	○	○	○	○	■	○	○	All Stats +5

## HAND ARMOR

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPIES	GIRLS	WOMEN	NOBILITY	MAN	NAY-KOBOLD	EFFECT
Gloves	120	60	1	○	■	■	■	○	○	○	○	○	○	○	—
Mittens	—	60	1	■	○	■	○	○	○	■	■	○	○	■	M.DEF +1
Cotton Mittens	180	90	2	■	○	○	○	○	○	○	○	○	○	■	M.DEF +1
Leather Gloves	180	90	3	○	■	■	○	○	○	○	○	○	○	○	—
Scale Shield	250	125	4	○	○	○	○	■	○	○	○	○	○	○	EVA +1
Bangle	250	125	4	○	■	■	○	○	○	○	○	■	○	○	EVA +1, M.DEF +1
Wristbands	250	125	2	○	○	○	○	○	○	○	○	○	■	○	M.DEF +1
Gauntlet	—	140	6	○	■	■	○	○	○	○	○	■	■	○	—
Shell Shield	—	150	7	○	○	○	○	■	○	○	○	○	○	○	STR +1
Bone Shield	—	150	5	○	○	○	○	■	○	○	○	○	○	○	—
Iron Shield	—	175	9	○	○	○	○	■	○	○	○	○	○	○	EVA +1
Linen Mittens	—	200	4	■	○	○	○	○	○	○	○	○	○	■	M.DEF +1
Wool Mittens	500	250	6	■	○	○	○	○	○	○	○	○	○	■	M.DEF +1
Feather Gloves	—	500	8	■	■	■	○	○	○	○	○	■	■	■	MAG +1, M.DEF +2
Magic Hand	—	1200	12	■	■	○	○	○	○	○	○	○	○	○	MAG +2, M.DEF +4
Wing Shield	—	1250	11	○	○	○	○	■	○	○	○	○	○	○	EVA +4, SPD +4
Master's Wristbands	2500	1250	10	○	○	○	○	○	○	○	○	○	■	■	STR +2, SKL +2, EVA +2
Pirate Bracers	2700	1350	12	○	○	■	○	○	○	○	○	○	○	○	STR +2
Silver Bracers	3000	1500	10	○	■	■	○	○	○	○	○	○	○	○	—
Kite Shield	3500	1750	12	○	○	○	○	■	○	○	○	○	○	○	EVA +1
Gold Bracers	4000	2000	14	○	■	■	○	○	○	○	○	■	○	○	—
Silver Shield	—	2500	16	○	○	○	○	■	○	○	○	○	○	○	—
Paw Gloves	5000	2500	16	○	○	○	○	○	○	○	○	○	○	■	MAG +2, M.DEF +2, LUC +2
Dragon Shield	—	2800	16	○	○	○	○	■	○	○	○	○	○	○	STR +2, EVA +2
Gold Shield	7500	3750	20	○	○	○	○	■	○	○	○	○	○	○	—
Silk Gloves	—	4000	18	■	■	○	○	○	○	○	○	■	○	■	MAG +1, M.DEF +1
Power Gloves	—	4100	18	○	■	○	○	○	○	○	○	○	■	○	STR +5
Noble's Gloves	8500	4250	18	○	○	○	○	○	○	○	○	■	○	○	EVA +3, SPD +3
Warrior Bracers	8800	4400	20	○	○	■	○	○	○	○	○	○	○	○	SKL +2
Long Gloves	—	4500	20	○	○	○	○	○	○	■	■	■	○	○	—

## HAND ARMOR

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPES	GIRLS	WOMEN	NOBILITY	MAN	NAV-KOBOLD	EFFECT
Platinum Shield	11000	5500	24	○	○	○	○	■	○	○	○	○	○	○	—
Ninja Braces	—	6000	18	○	■	■	○	○	○	○	○	○	■	○	SKL +4, EVA +4, SPD +4
Ivory Bracelet	—	7000	20	○	○	○	○	○	○	○	○	○	○	○	SKL +1
Diamond Shield	16000	8000	28	○	○	○	○	■	○	○	○	○	○	○	Fire Resistance -10%
Goblin Beads	—	8000	22	○	■	○	○	○	○	○	○	○	■	■	SKL +2, MAG +2, SPD +2
Ogre Breath	—	9500	15	○	○	■	○	○	○	○	○	○	■	○	STR +5, SKL +2
Bondage Glove	—	10000	25	○	○	○	○	○	○	○	■	○	○	○	MAG +4, SPD +4, LUC +2
Mermaid Bracelet	—	11500	28	○	○	○	○	○	○	■	■	○	○	○	MAG +1, EVA +1, M.DEF +1, SPD +1
Unicorn Bracelet	—	11500	28	○	○	○	○	○	○	○	○	○	○	○	EVA +1, M.DEF +4
Venus Gloves	24000	12000	32	○	○	○	○	○	○	○	■	■	○	○	MAG +2, EVA +5, M.DEF +2
Pirate King Bracers	—	14000	37	○	■	■	○	○	○	○	○	○	○	○	EVA +5, SPD +5
Guardian Bracelet	—	14500	35	■	○	○	○	○	○	○	○	○	○	○	MAG +5, M.DEF +5
Hero's Shield	—	15000	40	○	○	○	○	■	○	○	○	■	○	○	All Stats +2
God Hand	—	20000	30	○	○	○	○	○	○	○	○	○	■	■	STR +10, SKL +10, +30% Chance of Countering
Chaos Shield	—	—	45	○	○	○	○	■	○	○	○	○	○	○	—

## OTHER EQUIPMENT

NAME	BUY	SELL	DEF	MAGICAL	LIGHTWEIGHT	MEDIUM	HEAVY	SHIELDS	CAPIES	GIRLS	WOMEN	NOBILITY	MAN	NAY-KOBOLD	EFFECT
Rose Crest	—	—	0	○	○	○	○	○	○	○	○	■	○	○	SKL +20
Star Earrings	—	—	1	○	○	○	○	○	○	■	■	○	○	○	Recover 5% HP every turn
Strength Sash	—	—	3	○	■	○	○	○	○	○	○	○	■	○	STR +5, Physical Attack Power +10%
Wooden Amulet	—	—	5	■	○	■	○	○	○	■	■	■	■	■	LUC +10, +10% chance of Critical and Counter. Accuracy +10%
Blue Ribbon	—	—	9	○	○	○	○	○	○	■	■	■	○	○	Less likely to be targeted
Cape of Darkness	—	—	12	○	○	■	○	○	■	○	■	■	○	○	EVA +5, M.DEF +10
Crimson Cape	—	—	14	○	○	■	○	○	■	○	■	■	○	○	MAG +10
Cape	600	300	5	○	○	■	○	○	■	○	■	■	○	○	EVA +1, M.DEF +1
Guard Ring	2000	1000	5	■	○	■	○	○	○	■	■	■	■	■	M.DEF +4
Flame Amulet	2200	1100	3	■	○	■	○	○	○	■	■	■	■	■	STR +5, Fire Resistance +10%
Water Amulet	2200	1100	3	■	○	■	○	○	○	■	■	■	■	■	Water Resistance +10%; Magic Defense +5%
Wind Amulet	2200	1100	3	■	○	■	○	○	○	■	■	■	■	■	SPD +5, Wind Resistance +10%
Thunder Amulet	2200	1100	3	■	○	■	○	○	○	■	■	■	■	■	Thunder Resistance +10%; Accuracy +10%
Fur Cape	—	1250	9	○	○	■	○	○	■	○	■	■	○	○	EVA +2, M.DEF +2
Gold Emblem	—	2000	3	○	○	■	○	○	○	○	○	■	○	○	M.DEF +10
Magic Cancellor	—	2500	3	■	○	■	○	○	○	■	■	■	■	■	Chance to nullify magic once per battle
Pearl Ring	—	3500	8	○	○	○	○	○	○	■	■	■	○	○	MAG +2, M.DEF +2
Pearl Bracelet	—	4000	10	○	○	○	○	○	○	■	■	■	○	○	MAG +8, M.DEF +2
Pearl Necklace	—	5000	10	○	○	○	○	○	○	■	■	■	○	○	MAG +4, M.DEF +2
Counter Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	SKL +5
Speed Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	SPD +15
Power Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	STR +15
Magic Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	MAG +15, M.DEF +5
Lucky Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	LUC +15
Fire Magic Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	STR +5, Fire Magic Attack +10%
Water Magic Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	Water Magic Attack +10%; Magic Defense +5%
Earth Magic Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	Earth Magic Attack +10%; Physical Defense +5%
Wind Magic Ring	20000	10000	3	■	○	■	○	○	○	■	■	■	■	■	SPD +www5, Wind Magic Attack +10%
Thunder Magic Ring	—	10000	3	■	○	■	○	○	○	■	■	■	■	■	Thunder Magic Attack +10%; Accuracy +15%



## CONSUMABLE ITEMS

NAME	BUY	SELL	BATTLE	NON-BATTLE	DESCRIPTION
Antitoxin	50	—	x	—	Recover from poison.
Broiled Fish	100	50	x	x	Simple fish dish. Recover 100 HP.
Broiled Sardine	—	75	x	x	Recover 100 HP.
Cough Drop	50	—	x	—	Recover from silence.
Crab Bun	350	175	x	x	Crab bun. Gain 100 HP; def. up for 3 turns.
Crab Stew	—	200	x	x	Gain 100 HP. Magic defense up for 3 turns.
Escape Talisman	200	100	—	x	Escape from a dungeon.
Jizo Clock	500	—	x	—	Recover from unconsciousness.
Knight's Lunch	200	100	x	x	Gaien Knights' lunch. Recover 200 HP.
Mackerel Miso Stew	150	75	x	x	Recover 150 HP.
Meat Bun	200	100	x	x	Tasty bun filled with meat. Recover 200 HP.
Medicine	20	10	x	x	Recover a 50 HP.
Mega Medicine	150	75	x	x	Recovers 250 HP.
Mincel Bonito	—	150	x	x	Gain 100 HP. Attack strength up for 3 turns.
Mint	—	150	x	x	Recover all MP up to level 2
Mixed Herbs	—	500	x	x	Recover all MP
Mushroom	—	100	x	x	Recover 1 MP for each level.
Needle	50	—	x	—	Recover from balloon.
Puffer Fish Sashimi	—	100	x	x	Gain 100 HP. Magic attack strength up for 3 turns.
Salad	150	75	x	x	Gain 150HP and heal all status ailments.
Special Lunch	500	250	x	x	Gain 200 HP and heal all status ailments.
Steamed Bun	100	50	x	x	Bun with red bean paste. Recover 100 HP.
Whole Roast Snapper	—	300	x	x	Recovers 500 HP.
Bucket Mint	—	50	x	—	Mint that inflicts bucket upon user and recovers all MP up to level 2.
Bucket Mushroom	—	50	x	—	Mushroom that inflicts bucket upon user and recovers 1 MP for each level
Gloomy Mint	—	50	x	—	Mint that inflicts heartbreak upon user and recovers all MP up to level 2.
Gloomy Mushroom	—	50	x	—	Mushroom that inflicts heartbreak upon user and recovers 1 MP for each level
Mysterious Mint	—	50	x	—	Inflicts random status ailment and recovers all MP up to level 2.
Mysterious Mushroom	—	50	x	—	Inflict random status ailment and recovers 1 MP for each level.
Poisonous Mint	—	50	x	—	Mint that poisons user and recovers all MP up to level 2.
Poisonous Mushroom	—	50	x	—	Mushroom that poisons user and recovers 1 MP for each level
Silence Mint	—	50	x	—	Mint that silences user and recovers all MP up to level 2.
Silence Mushroom	—	50	x	—	Mushroom that silences user and recovers 1 MP for each level
Sleep Mint	—	50	x	—	Mint that tires user and recovers all MP up to level 2.
Sleep Mushroom	—	50	x	—	Mushroom that tires user and recovers 1 MP for each level
Stone of Defense	—	0	—	x	Increases physical def. level.
Stone of Evasion	—	0	—	x	Increases evasion level.
Stone of Luck	—	0	—	x	Increases luck level
Stone of Magic	—	0	—	x	Increases magic level.
Stone of Magic Def	—	0	—	x	Increases magic def. level.
Stone of Skill	—	0	—	x	Increases skill level.
Stone of Speed	—	0	—	x	Increases speed level.
Stone of Strength	—	0	—	x	Increases strength level.

## RUNE PIECES

NAME	BUY	SELL	DESCRIPTION
Fire Rune Piece	500	250	Imbues sword with the power of fire.
Water Rune Piece	500	250	Imbues sword with the power of Water
Lightning Rune Piece	500	250	Imbues sword with the power of Lightning.
Wind Rune Piece	500	250	Imbues sword with the power of Wind
Earth Rune Piece	500	250	Imbues sword with the power of Earth
Ocean Rune Piece	—	—	Used for hull customization.

## RUNES

NAME	BUY	SELL	DESCRIPTION	HOW TO OBTAIN
Fire Orb	500	250	Orb holding the Fire Rune.	Purchase: Razril
Water Orb	500	250	Orb holding the Water Rune.	Purchase: Razril
Lightning Orb	500	250	Orb Holding the Lightning Rune.	Purchase: Obel
Wind Orb	500	250	Orb Holding the Wind Rune.	Purchase: Na-Nal
Earth Orb	500	250	Orb Holding the Earth Rune	Purchase: Liberated Obel
Rage Orb	—	5000	Orb Holding the Rage Rune.	Treasure Hunt: Map 1, Konrad
Flowing Orb	—	5000	Orb Holding the Flowing Rune.	Treasure Hunt: Map 4, Warlock
Thunder Orb	—	5000	Orb Holding the Thunder Rune.	Treasure Hunt: Map 13
Cyclone Orb	—	5000	Orb Holding the Cyclone Rune.	Treasure Hunt: Map 18
Mother Earth Orb	—	5000	Orb Holding the Mother Earth Rune	Treasure Hunt: Map 29, Warlock
Alert Orb	10000	5000	Holds Rune that awakens after the 4th turn.	Purchase: Liberated Na-Nal
Counter Orb	5000	—	2500 Holds Rune that enables more countering.	Purchase: Liberated Razril
Double-Strike Orb	20000	—	10000 Holds Rune that doubles damage two ways.	Purchase: Liberated Obel
Drain Orb	8000	4000	Holds Rune that heals when critical	Purchase: Liberated Obel
Fury Orb	—	30000	Holds Rune that causes berserk.	Defeat Reinhold's Challenge
Killer Orb	5000	2500	Holds Rune that increases critical hits.	Purchase: Na-Nal
Medicine Orb	5000	2500	Holds Rune that applies medicine	Purchase: Na-Nal
Skunk Orb	—	5000	Holds Rune that avoids being targeted	Behind Eleanor's House; Treasure Chest
Slash Orb	—	2500	Holds Rune that enables slash command.	Treasure Hunt: Map 19
Sunbeam Orb	10000	—	5000 Holds Rune that gradually recovers HP.	Purchase: Liberated Obel, Lottery Second Place
Violence Orb	10000	5000	Holds Rune that causes 2-hit berserk.	Purchase: Liberated Razril
Warrior Orb	50000	25000	Holds Rune (strength up + def. down).	Purchase: Liberated Razril
Wizard Orb	50000	25000	Holds Rune (magic up + magic def. down).	Purchase: Liberated Obel
Champion's Orb	—	5000	Holds Rune that suppresses weak enemies.	Treasure Hunt: Map 16
Prosperity Orb	—	20000	Holds Rune that doubles patch gained.	Mountain Mass Island; Treasure Chest
Fortune Orb	—	20000	Holds Rune that doubles EXP gained.	Fort E-El: Treasure Chest

## EVENT ITEMS

NAME	DESCRIPTION	HOW TO OBTAIN
Document	Must be delivered to Middleport	ME010
Commander's Meal	Chief Cook Funghi's Special Lunch (ME020)	ME023
Commander's Medicine	Medicine Snowe got for the Commander. (ME020)	ME019
Coconut	Might have various uses.	ME038
Wood	Might be used to fix the ship.	ME038
Old Rope	Might be used to fix the ship.	ME038
Ruins Entry Permit	Allows entry to Obel Ruins.	ME052
Crest	Proves its owner a Silverberg.	ME085
Green Bottle	Contains smelling salts.	ME085
Golden Seal	Seal of the Kingdom of Obel's leader.	ME087
Elven Remedy	Potion said to bring immortality.	ME097
Stair Room Key	Key to Stair Room - Fort E-El.	ME128
Snowe's Armor	Snowe's nostalgic armor.	Net-Fishing: Razril Ocean Area
Snowe's Noble Garb	Snowe's noble-looking clothes.	Net-Fishing: Pirate's Nest
Snowe's Pirate Garb	Pirate's garb for Snowe to get in role.	Net-Fishing: Iliya Island
Snowe's Rags	Clothes Snowe wore when adrift	Worn by Snowe when he joins
Fancy Garb	Lino En Kuldez	Found in Lino's room on main ship.
Taisuke's Clothes	Taisuke's discarded clothes.	SE019
Interior Design Book	A book by someone named Pecola.	Given to you by a woman in Obel Plaza
Message Bottle	Coral... donuts... small island...	Found on the beach of Nay Island
Rose Crest	Proof of friendship.	Given to you by Gareth in Nay
Copper Hammer	Hammer for a smith.	Dropped by Guard in Obel
Iron Hammer	Hammer for a smith.	Hermiteage Island: Treasure Chest
Silver Hammer	Hammer for a smith.	Liberated Razril: Treasure Chest
Golden Hammer	Hammer for a smith.	Obel Ruins: Treasure Chest
Glowing Hand Mirror	Can return to The ship of OBEL instantly.	Given to you when Viki joins
Wooden Amulet	+10% chance of Critical and Counter. Accuracy +10%	Given to you by Rita, Noah, and Rene before Fort E-El
Supplementary Ticket	5 equal a Lottery Ticket.	Received for every 500 Patch spent at a shop
Lottery Ticket	Allows you to play the lottery once.	Exchanged for 5 Supplementary tickets
Lottery Ticket	Lucky Lottery Ticket	Receive a critical attack with Lottery ticket equipped

## DECORATIONS

NAME	SELL	HOW TO OBTAIN
Pot of Failure	5	Dropped by Speckled Rays
Pot of Razril	750	Dropped by Damp Hairballs
Pot of Obel	2500	Dropped by Skeleton
Pot of Nay	4000	Dropped by Red Rays
Pot of Na-Nal	5000	Dropped by Kooluk Archers
Gold Pot	60000	Dropped by Kooluk Captains
Celadon Pot	15000	Dropped by Royal Guard Archers
Graffiti	5	Dropped by Kooluk Soldiers
Master Graffiti	250	Dropped by Elite Soldiers
Maestro Graffiti	500	Dropped by Furballs
Flower	1500	Dropped by Kooluk Soldiers
Landscape	5000	Dropped by Kooluk Soldiers
Abstract	20000	Dropped by Kooluk Archers
Noble Portrait	60000	Dropped by Elite Soldiers
Hanging Scroll	100000	Dropped by Land Shells
Voodoo Doll	1000	Dropped by Kooluk Archers
Angel Statue	4000	Dropped by Kooluk Archers
Good Luck Cat	10000	Dropped by Kooluk Soldiers
Knight Statue	90000	Dropped by Elite Troopers
Figure of Old Man	1000	New Game Plus
? Pot	50	—
? Painting	50	—
? Ornament	50	—
Fancy Carpet	Carpet	Net-Fishing: Southern Section
Tiger Carpet	Carpet	Net-Fishing: Middleport Ocean Area
Forest Carpet	Carpet	Net-Fishing: Obel Ocean Area
Ocean Floor Carpet	Carpet	Net-Fishing: Deserted Island Ocean Area

NAME	SELL	HOW TO OBTAIN
Tatami Mat	Carpet	Treasure Hunt: Map 21
Simple Carpet	Carpet	Treasure Hunt: Map 5
Fancy Wallpaper	Wallpaper	Net-Fishing: Middleport Ocean Area
Mink Wallpaper	Wallpaper	Net-Fishing: Middleport Ocean Area
Forest Wallpaper	Wallpaper	Treasure Hunt: Map 27
Wave Wallpaper	Wallpaper	Given to you by liberated Obel Citizen
Sliding Door	Wallpaper	Middleport Underground Path: Treasure Chest
Simple Wallpaper	Wallpaper	Iliya Army Base Interior: Near the sword and shield
Fancy Table	Table	Treasure Hunt: Map 11
Log Desk	Table	Net-Fishing: Na-Nal Ocean Area
Blue Fox Desk	Table	Net-Fishing: Mordo Ocean Area
Coral Table	Table	Net-Fishing: Deserted Island Ocean Area
Natural Wood Desk	Table	Mouse Catch: Large / Shiny
Simple Table	Table	Net-Fishing: Northern Section
Fancy Sofa	Sofa	Net-Fishing: Iliya Ocean Area
Sheepskin Sofa	Sofa	Mouse Catch: Large / Normal
Log Bench	Sofa	Treasure Hunt: Map 3
Seashell Bench	Sofa	Net-Fishing: Mordo Ocean Area
Natural Wood Bench	Sofa	Net-Fishing: Lime Shelf Island
Simple Sofa	Sofa	Tops: Win 15
Fancy Console	Display Stand	Middleport: Fancy Console
Chinchilla Stand	Display Stand	Iliya Island: Treasure Chest
Log Display Stand	Display Stand	Net-Fishing: Iliya Ocean Area
Coral Console	Display Stand	Treasure Hunt: Map 8
Natural Wood Stand	Display Stand	Net-Fishing: Middle Section
Simple Display Stand	Display Stand	Net-Fishing: Southern Section

## TRADE ITEMS AND MATERIALS

Five of the islands/cities in the world of *Saikoden IV* are home to Trading Posts: Middleport, Obel, Nay, Na-Nal and Mordo. Each has a variety of commodities not sold anywhere else: ores of precious metals, bolts of cloth, staple foods, and rare or luxury items. All the cloths and ores are separated into three levels: bad, normal, and good. To unlock any ore or cloth better than the level the store provides, you must first sell a set number of the current highest level. To move from bad to normal you must sell 10 bad. To move from normal to good you must sell 30 normal. For example, to unlock normal gold ore on Mordo Island, sell 10 bad gold ore at its trading post. Here's a time saving tip: since it is time consuming and expensive to get more than 30 units of a normal good, once you get enough, sell to the Trading Post you are at first, then buy them back. Re-sell them (and re-buy them) at the next location.

The basic goal in Trading is to buy low and sell high. All the tradable goods available at the Trading Posts are available at two, and usually more, locations. One location sells the item cheaply, while another may sell it at a higher price. If the item shows up at a third location, it's usually priced in between the high and low price. The goal is to buy items from places where ites are cheap, then sell them at places where they are expensive.

Some items, like Pearls or Crystal Balls, are always in demand, so you may find that once you buy out a shop, it takes a while for it to restock. The rule of thumb is that the larger the possible profit margin, the rarer the item. Pearls are the item with the greatest value and the greatest profit margin and, as a result, they are often hard to find.

Once you've visited all five Trading Posts, you should get a feel for what items sell for and where to go to make the best profit. Prices fluctuate because of the market, but by a set value. If you don't like the current prices, you can always leave and come back between 5 to 10 minutes later and the prices should have changed. These variables are also accounted for in the tables that follow.

## MIDDLEPORT

NAME OF GOODS	BASE COST	COST VARIABLE (+/-)	BASE NUMBER	NUMBER VARIABLE (+/-)	TIME VARIABLE (MINUTES)
Bad Iron Ore	50	8	6	5	5
Normal Iron Ore	100	20	10	5	5
Good Iron Ore	150	30	8	10	5
Bad Gold Ore	50	6	5	2	5
Normal Gold Ore	100	15	10	5	5
Good Gold Ore	150	40	4	10	5
Bad Cotton Cloth	200	50	4	2	5
Normal Cotton Cloth	400	80	5	4	5
Good Cotton Cloth	600	100	5	10	5
Bad Wool Cloth	100	10	20	5	5
Normal Wool Cloth	200	25	20	10	5
Good Wool Cloth	300	100	20	20	5
Pearl	2500	500	2	3	8
Sugar	50	5	5	5	3
Salt	200	20	10	10	3
Mayonnaise	50	10	5	2	3
Candle	200	30	5	7	5
Musk	50	10	4	2	3
Native Costume	300	400	5	10	5
Deer Antler	1000	200	3	4	5
Book	300	50	2	2	5
Ancient Text	500	100	1	3	5
Herbal Medicine	300	50	5	15	5
Flower Seed	50	10	5	4	5
Wine	100	20	5	8	5
Rum	150	50	10	15	5



## KINGDOM OF OBEL

NAME OF GOODS	BASE COST	COST VARIABLE (+/-)	BASE NUMBER	NUMBER VARIABLE (+/-)	TIME VARIABLE (MINUTES)
Bad Gold Ore	100	20	7	5	5
Normal Gold Ore	200	30	10	8	5
Good Gold Ore	300	50	7	3	5
Bad Cotton Cloth	50	10	6	5	5
Normal Cotton Cloth	100	50	6	2	5
Good Cotton Cloth	150	60	5	5	5
Bad Flax Cloth	100	40	3	2	2
Normal Flax Cloth	400	100	5	5	5
Good Flax Cloth	500	150	5	10	10
Sugar	200	50	5	2	2
Soy Sauce	50	10	2	3	3
Soap	200	50	4	2	5
Crystal Ball	100	20	2	2	5
Candle	100	30	8	15	5
Fur	100	50	3	2	5
Native Costume	200	100	2	2	5
Holly Berry	50	10	5	5	3
Deer Antler	500	200	8	5	5
Book	200	100	5	3	5
Herbal Medicine	100	50	3	2	5
Wine	300	60	15	8	5

## NAY ISLAND (NAY-KOBOLD SETTLEMENT)

NAME OF GOODS	BASE COST	COST VARIABLE (+/-)	BASE NUMBER	NUMBER VARIABLE (+/-)	TIME VARIABLE (MINUTES)
Bad Iron Ore	150	10	5	2	5
Normal Iron Ore	300	20	8	2	5
Good Iron Ore	400	50	10	2	5
Bad Silver Ore	100	10	15	4	5
Normal Silver Ore	400	50	10	3	5
Good Silver Ore	500	30	8	2	5
Bad Flax Cloth	200	50	10	3	5
Normal Flax Cloth	800	100	8	2	5
Good Flax Cloth	1000	200	7	3	5
Salt	50	10	20	15	5
Soy Sauce	200	30	8	2	5
Mayonnaise	100	10	1	2	3
Soap	50	5	15	10	3
Crystal Ball	700	100	2	2	5
Flute	50	5	15	5	3
Musk	200	15	10	2	5
Fur	50	8	12	4	3
Native Costume	100	10	10	2	5
Holly Berry	300	50	10	2	5
Flower Seed	200	20	5	2	5
Wine	200	10	10	2	5

## NA-NAL ISLAND

NAME OF GOODS	BASE COST	COST VARIABLE (+/-)	BASE NUMBER	NUMBER VARIABLE (+/-)	TIME VARIABLE (MINUTES)
Bad Silver Ore	200	50	10	3	5
Normal Silver Ore	800	150	8	2	5
Good Silver Ore	100	200	10	3	5
Bad Flax Cloth	50	10	5	2	3
Normal Flax Cloth	150	10	10	5	5
Good Flax Cloth	250	30	5	2	5
Bad Wool Cloth	250	50	5	2	5
Normal Wool Cloth	500	50	8	2	5
Good Wool Cloth	750	50	10	2	5
Pearl	3000	1000	2	8	8
Sugar	100	10	2	2	5
Salt	100	10	7	5	5
Crystal Ball	200	30	3	2	5
Flute	100	10	8	10	5
Candle	500	100	6	5	5
Fur	200	10	2	4	5
Native Costume	150	10	5	3	5
Book	400	80	1	2	5
Ancient Text	750	120	3	1	5
Rum	500	80	4	5	15

## MORDO ISLAND

NAME OF GOODS	BASE COST	COST VARIABLE (+/-)	BASE NUMBER	NUMBER VARIABLE (+/-)	TIME VARIABLE (MINUTES)
Bad Iron Ore	200	50	5	2	5
Normal Iron Ore	400	100	6	3	5
Good Iron Ore	600	250	5	3	5
Bad Silver Ore	50	10	8	6	5
Normal Silver Ore	150	20	5	2	5
Good Silver Ore	250	40	7	6	5
Bad Gold Ore	250	50	8	2	5
Normal Gold Ore	500	80	5	2	5
Good Gold Ore	750	120	3	3	5
Bad Cotton Cloth	150	10	5	2	5
Normal Cotton Cloth	300	20	3	2	5
Good Cotton Cloth	400	50	2	2	5
Bad Wool Cloth	350	100	4	3	5
Normal Wool Cloth	900	200	5	4	5
Good Wool Cloth	1200	300	6	2	5
Pearl	7000	1500	1	5	5
Salt	300	15	8	3	5
Soy Sauce	100	10	5	2	5
Mayonnaise	200	20	2	2	5
Crystal Ball	50	10	1	5	5
Candle	300	40	2	2	5
Musk	100	10	2	3	5
Deer Antler	750	120	3	5	5
Herbal Medicine	500	100	3	5	5
Rum	200	50	10	7	5

## THE BEST BUY AND SELL PRICES

ITEM	LOWEST PRICE	LOCATION	HIGHEST PRICE	LOCATION	PROFIT MARGIN
Flute	50	Nay Island	100	Na-Nal Island	50
Bad Cotton Cloth	50	Obel	200	Middleport	150
Bad Flax Cloth	50	Na-Nal Island	200	Nay Island	150
Bad Iron Ore	50	Middleport	200	Mordo Island	150
Bad Silver Ore	50	Mordo Island	200	Na-Nal Island	150
Flower Seed	50	Middleport	200	Nay Island	150
Fur	50	Nay Island	200	Na-Nal Island	150
Mayonnaise	50	Middleport	200	Mordo Island	150
Musk	50	Obel	200	Nay Island	150
Soap	50	Nay Island	200	Obel	150
Soy Sauce	50	Obel	200	Nay Island	150
Sugar	50	Middleport	200	Obel	150
Bad Gold Ore	50	Middleport	250	Mordo Island	200
Book	200	Obel	400	Na-Nal Island	200
Native Costume	100	Nay Island	300	Middleport	200
Wine	100	Middleport	300	Obel	200
Ancient Text	500	Middleport	750	Na-Nal Island	250
Bad Wool Cloth	100	Middleport	350	Mordo Island	250
Holly Berry	50	Obel	300	Nay Island	250
Salt	50	Nay Island	300	Mordo Island	250
Normal Cotton Cloth	100	Obel	400	Middleport	300
Normal Iron Ore	100	Middleport	400	Mordo Island	300
Rum	150	Middleport	500	Na-Nal Island	350
Candle	100	Obel	500	Na-Nal Island	400
Herbal Medicine	100	Obel	500	Mordo Island	400
Normal Gold Ore	100	Middleport	500	Mordo Island	400
Good Cotton Cloth	150	Obel	600	Middleport	450
Good Iron Ore	150	Middleport	600	Mordo Island	450
Deer Antler	500	Obel	1000	Middleport	500
Good Gold Ore	150	Middleport	750	Mordo Island	600
Crystal Ball	50	Mordo Island	700	Nay Island	650
Normal Flax Cloth	150	Na-Nal Island	800	Nay Island	650
Normal Silver Ore	150	Mordo Island	800	Na-Nal Island	650
Normal Wool Cloth	200	Middleport	900	Mordo Island	700
Good Flax Cloth	250	Na-Nal Island	1000	Nay Island	750
Good Silver Ore	250	Mordo Island	1000	Na-Nal Island	750
Good Wool Cloth	300	Middleport	1200	Mordo Island	900
Pearl	2500	Middleport	7000	Mordo Island	4500

## MATERIALS

NAME	SELL	HOW TO OBTAIN
Bone	10	Dropped by Skeletons
Barito	250	Fishing by Obel
Crab	100	Fishing by Razil
Diamond	500	Dropped by Golems
Dragon Bone	250	Dropped by Leviathan's
Dragon Scale	250	Dropped by Leviathan's
Feather	10	Dropped by Poison Bird
Frog's Skin	250	Dropped by Savage Frogs
Giant Bird's Feather	250	Dropped by Poison Birds
Giant Crab's Shell	250	Dropped by Metal Crabs
Horn	10	Dropped by Bloody Behemoth
Mackerel	50	Fishing by Razil
Pearl Shell	250	Dropped by Land Shells
Platinum	375	Dropped by Golems
Puffer Fish	75	Fishing by Na-Nal
Red Snapper	100	Fishing by Nay
Sardine	50	Fishing by Obel
Scale	10	Dropped by Poison Lizards
Seashell	10	Dropped by Wild Crabs
Shell	10	Dropped by Rock Crabs
Silk	500	Dropped by Queen Sprouts
Skin	10	Dropped by Savage Frogs
Unicorn's Horn	250	Dropped by Unicorns

## OLD BOOKS

NAME	HOW TO OBTAIN
Old Book Volume 1	Treasure Hunt: Map 2
Old Book Volume 2	Tops mini-game: 10 Wins
Old Book Volume 3	Bartholomew's House On Nay: Treasure Chest
Old Book Volume 4	Na-Nal Prison Cell: Treasure Chest
Old Book Volume 5	Mouse Catch: Average / Slippery
Old Book Volume 6	Nay Inn: By the Bookshelf near the counter
Old Book Volume 7	Destroyed Ilyya Plaza: Treasure Chest
Old Book Volume 8	Middleport Underground: Bookshelf where warlock is found
Old Book Volume 9	Razril Hall of Knights: Treasure Chest
Old Book Volume 10	Mouse Catch: Large / Slippery

## SAILS

NAME	HOW TO OBTAIN
Canvas 2	Middleport Underground Path: Treasure Chest
Canvas 3	Treasure Hunt: Map 15

## TREASURE MAPS

TREASURE MAPS	TREASURE	MAP LOCATION
Map 1	Rage Orb	Doughnut Isle: Talk to Rene
Map 2	Old Book Volume 1	Middleport Underground Path: Treasure Chest
Map 3	Log Bench	Ilyya Kooluk Army Advanced Base (Indoor): Treasure Chest
Map 4	Flowing Orb	Hermitage Island: The shed to the right of Eleanor's House
Map 5	Simple Carpet	Mouse Catch: Average / Shiny
Map 6	Ninja Garb	Nay Island: Bookshelf in Elder's House
Map 7	Window Set 5	Nay Island Stonecutter's Field: Treasure Chest
Map 8	Coral Console	Pirate's Nest: Treasure Chest
Map 9	Shell Shield	Lime Shelf Island: Treasure Chest
Map 10	Thief Shoes	Razril (Back Street): Crate
Map 11	Fancy Table	Na-Nal (Harbor): Treasure Chest
Map 12	Ancient Vestment	Misty Merchant Ship: Cabin Table
Map 13	Thunder Orb	Kingdom of Obel: Barrel on the right side of the dock
Map 14	Magic Cancellor	Tops: 20 Wins
Map 15	Canvas 3	Pirate's Nest: Small chest on beach
Map 16	Champion's Orb	Ilyya Island: Treasure Chest
Map 17	"Diamond, 5000 patch"	Nay-Kobold Settlement: Tree behind Hot Spring
Map 18	Cyclone	Na-Nal (Hillside Town): Next to Armor Shop
Map 19	"Slash Orb, 1000 patch"	Middleport Inn: Near a barstool in the corner
Map 20	"Nay-Kobold Hat, 2000 patch"	Ilyya Army Base: Stack of Crates
Map 21	Tatami Mat	Nay Island: Treasure Chest
Map 22	"Thunder Amulet, 5000 patch"	Hermitage Island: In the back of the cave
Map 23	"Wool Robe, 2000 patch"	Obel Patrol Ship: Behind Flare
Map 24	"Wing Boots, 1000 patch"	Na-Nal (Harbor): Basket on Wooden Boat
Map 25	God Hand	Razril Inn: Bookshelf
Map 26	Dragon Head Piece	Mordo Island (Seashore): Next to Hot Spring
Map 27	Forest Wallpaper	Nay Island Inn: Treasure Chest
Map 28	"Kite Shield, 2000 patch"	Na-Nal Rune Shop: Dresser
Map 29	Mother Earth Orb	Obel Island Inner Ruins: Tree
Map 30	Guardian Circle	Razril Hall of Knights (Roof): Treasure Chest (At Night)

## WINDOW SETS

NAME	HOW TO OBTAIN
Window Set 1	Net-Fishing: Obel Ocean Area
Window Set 2	Obel Ruins: Treasure Chest
Window Set 3	Tops mini-game: 5 Wins
Window Set 4	Mordo Island Docks: Treasure Chest
Window Set 5	Treasure Hunt: Map 7
Window Set 6	Net-Fishing: Razril Ocean Area
Window Set 7	Mouse Catch: Extra Large / Normal
Window Set 8	Net-Fishing: Obel Ocean Area
Window Set 9	Talk to liberated Razril Citizens In Alley

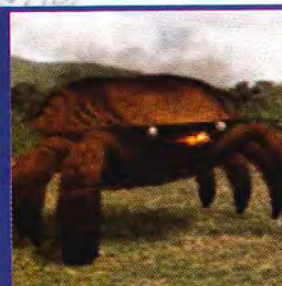


# VII

## BESTIARY

### NORMAL ENEMIES

Ancient Crab



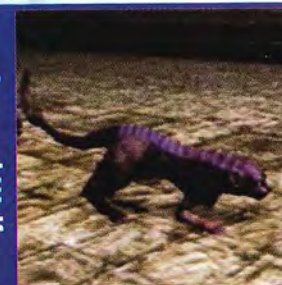
LOCATION	Deserted Island	STATUS AILMENTS	
LVL	50	EVA	160
HP	12000	MAG	120
ATK	240	SPD	100
SKL	160	MDF	160
PDF	150	LUC	160
POTCH	25000		
ITEMS	Giant Crab's Shell 30% Fire Rune Piece 30%		
COOKING	Crab Bun		

Angel Hairball



LOCATION	Treasure Chest (Iluya Island, Obel Ruins)	STATUS AILMENTS	Confusion 10%
LVL	40	EVA	150
HP	3000	MAG	200
ATK	350	SPD	150
SKL	150	MDF	150
PDF	300	LUC	150
POTCH	10000		
ITEMS	Giant Bird's Feather 20% Stone of Evasion 30%		
COOKING	Salad		

Armored Wolf



LOCATION	Obel Ruins	STATUS AILMENTS	Stun 20%
LVL	49	EVA	100
HP	600	MAG	100
ATK	265	SPD	90
SKL	110	MDF	100
PDF	125	LUC	90
POTCH	1600		
ITEMS	Skin 10% Bone 10%		
COOKING			

Bloody Behemoth



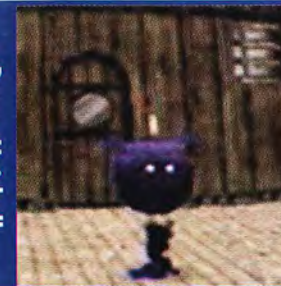
LOCATION	Iluya Island	STATUS AILMENTS	
LVL	40	EVA	80
HP	441	MAG	145
ATK	190	SPD	50
SKL	80	MDF	80
PDF	120	LUC	145
POTCH	900		
ITEMS	Horn 40%		
COOKING			

Blue Rodent



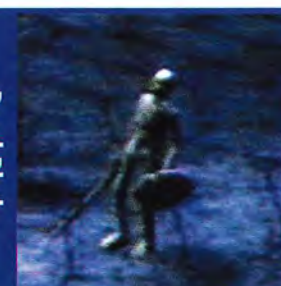
LOCATION	Kingdom of Obel	STATUS AILMENTS	Balloon 20%/Poison 10%
LVL	23	EVA	40
HP	160	MAG	40
ATK	68	SPD	80
SKL	40	MDF	40
PDF	63	LUC	38
POTCH	380		
ITEMS	Stone of Magic 1% Water Rune Piece 4%		
COOKING	Steamed Bun		

Damp Hairball



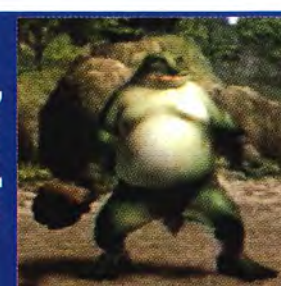
LOCATION	Ocean	STATUS AILMENTS	
LVL	28	EVA	20
HP	250	MAG	55
ATK	100	SPD	25
SKL	50	MDF	20
PDF	100	LUC	55
POTCH	500		
ITEMS	Pot of Razril 5% Stone of Magic Def 2%		
COOKING	Salad		

Dead Blade



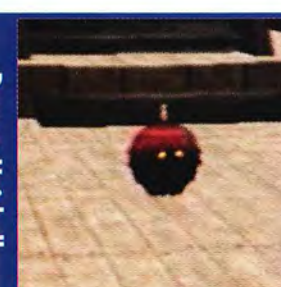
LOCATION	Fog Ship	STATUS AILMENTS	
LVL	44	EVA	72
HP	293	MAG	76
ATK	220	SPD	77
SKL	74	MDF	80
PDF	120	LUC	71
POTCH	1500		
ITEMS	Bone 100%		
COOKING			

Demon Frog



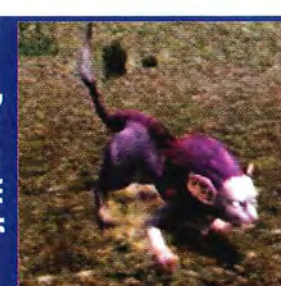
LOCATION	May Island	STATUS AILMENTS	Stun 20%
LVL	31	EVA	20
HP	1600	MAG	30
ATK	250	SPD	50
SKL	20	MDF	50
PDF	50	LUC	50
POTCH	3000		
ITEMS	Frog's Skin 5% Skin 60%		
COOKING	Steamed Bun		

Demon Hairball



LOCATION	Mountain Mass Island Ocean Area	STATUS AILMENTS	Confusion 10%
LVL	35	EVA	126
HP	250	MAG	20
ATK	126	SPD	126
SKL	126	MDF	126
PDF	198	LUC	126
POTCH	750		
ITEMS	Unicorn Horn 10% Stone of Strength 1%		
COOKING	Salad		

Demon Wolf



LOCATION	Hermitage Island	STATUS AILMENTS	Balloon 15%
LVL	34	EVA	55
HP	216	MAG	55
ATK	135	SPD	55
SKL	55	MDF	55
PDF	105	LUC	55
POTCH	550		
ITEMS	Skin 25% Bone 25%		
COOKING			

Dry Fly



LOCATION	Deserted Island	STATUS AILMENTS	Confusion 10%
LVL	42	EVA	83
HP	500	MAG	83
ATK	220	SPD	83
SKL	83	MDF	83
PDF	122	LUC	83
POTCH	1200		
ITEMS	Feather 10% Wind Rune Piece 10%		
COOKING	Salad		

BESTIARY

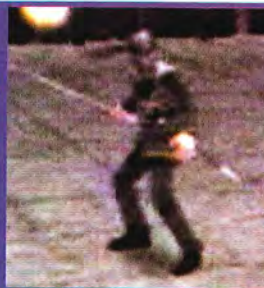
NORMAL

NAVAL BATTLES

BOSS & SUB BOSS



## Elite Captain



LOCATION	Fort El-Eal
LVL	56
HP	510
ATK	280
SKL	86
PDF	190
EVA	86
MAG	86
SPD	86
MDF	86
LUC	86
POTCH	3600
ITEMS	Silk 3% Hanging Scroll 1%
COOKING	Meat Bun

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Fire
NAME	Dancing Flames
DESCRIPTION	-150HP to all enemies Gain HP, cure status ailments (single target)

## Elite Soldier



LOCATION	Fort El-Eal
LVL	48
HP	385
ATK	245
SKL	86
PDF	112
EVA	86
MAG	86
SPD	86
MDF	86
LUC	86
POTCH	2400
ITEMS	Master Graffiti 5% "Noble Portrait" 1%
COOKING	Meat Bun

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Earth
NAME	Clay Guardian
DESCRIPTION	+30% defense for 3 turns (all allies)

## Elite Trooper



LOCATION	Fort El-Eal
LVL	58
HP	600
ATK	290
SKL	138
PDF	200
EVA	138
MAG	138
SPD	138
MDF	138
LUC	138
POTCH	4000
ITEMS	Angel Statue 5% Knight Statue 1%
COOKING	Meat Bun

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Lightning
NAME	Berserk Blow
DESCRIPTION	-100HP to all enemies Gain HP, cure status ailments (single target)

## Evil Bat



LOCATION	Mountain Mass Island
LVL	40
HP	289
ATK	185
SKL	83
PDF	132
EVA	83
MAG	83
SPD	83
MDF	83
LUC	83
POTCH	780
ITEMS	Skin 20% Wind Rune Piece 10%
COOKING	

STATUS AILMENTS	Silence 10%/Poison 10%
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	
NAME	
DESCRIPTION	

## Fish Fiend



LOCATION	Mountain Mass Island
LVL	41
HP	289
ATK	190
SKL	83
PDF	144
EVA	83
MAG	70
SPD	83
MDF	83
LUC	83
POTCH	800
ITEMS	Scale 10% Water Rune Piece 5%
COOKING	Broiled Fish

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Water
NAME	Torrential Downpour
DESCRIPTION	Damages Entire Party

## Fishman



LOCATION	Donut Island
LVL	40
HP	289
ATK	180
SKL	83
PDF	132
EVA	83
MAG	70
SPD	83
MDF	83
LUC	83
POTCH	900
ITEMS	Scale 10% Water Rune Piece 5%
COOKING	Broiled Fish

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Water
NAME	Torrential Downpour
DESCRIPTION	Damages Entire Party

## Fly Lizard



LOCATION	Banished and set Adrift
LVL	11
HP	30
ATK	35
SKL	6
PDF	22
EVA	6
MAG	10
SPD	8
MDF	10
LUC	10
POTCH	120
ITEMS	Skin 15% Medicine 5%
COOKING	

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	
NAME	
DESCRIPTION	

## Fly Lizard



LOCATION	Ocean
LVL	26
HP	350
ATK	140
SKL	40
PDF	70
EVA	60
MAG	55
SPD	70
MDF	60
LUC	55
POTCH	380
ITEMS	Skin 20% Stone of Evasion 2%
COOKING	

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	
NAME	
DESCRIPTION	

## Fossil Beast



LOCATION	Hermitage Island
LVL	35
HP	180
ATK	10
SKL	50
PDF	40
EVA	60
MAG	20
SPD	50
MDF	50
LUC	50
POTCH	600
ITEMS	Unicorn Horn 5% Earth Rune Piece 10%
COOKING	

STATUS AILMENTS	
RESISTANCES	<div>Fire 10</div> <div>Ice 10</div> <div>Thunder 10</div> <div>Wind 10</div> <div>Earth 10</div> <div>Light 10</div> <div>Dark 10</div> <div>CM 20</div> <div>CA 10</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Lightning
NAME	Lightning Thrust
DESCRIPTION	Damages Single Party Member

## Furball



LOCATION	Middleport Dungeon
LVL	45
HP	400
ATK	220
SKL	90
PDF	130
EVA	80
MAG	5
SPD	70
MDF	90
LUC	90
POTCH	1000
ITEMS	Moestro Graffiti 2%
COOKING	Salad

STATUS AILMENTS	Confusion 10%
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Lightning
NAME	Thunder Runner
DESCRIPTION	-300HP to 1 enemy

## Giant Bat



LOCATION	Deserted Island
LVL	16
HP	96
ATK	65
SKL	29
PDF	29
EVA	25
MAG	29
SPD	50
MDF	39
LUC	29
POTCH	400
ITEMS	Skin 30% Wind Rune Piece 10%
COOKING	

STATUS AILMENTS	
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	
NAME	
DESCRIPTION	

## Golden Hairball

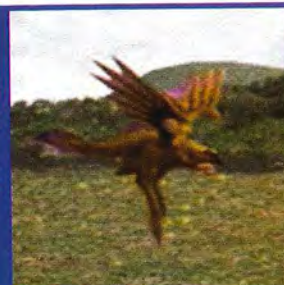


LOCATION	Treasure Chest (No-Nal Island, Mountain Mass Island)
LVL	32
HP	400
ATK	10
SKL	50
PDF	30
EVA	50
MAG	100
SPD	50
MDF	50
LUC	50
POTCH	1000
ITEMS	Unicorn's Horn 10% Stone of Evasion 30%
COOKING	Salad

STATUS AILMENTS	Confusion 10%
RESISTANCES	<div>Fire 20</div> <div>Ice 20</div> <div>Thunder 20</div> <div>Wind 20</div> <div>Earth 20</div> <div>Light 20</div> <div>Dark 20</div> <div>CM 20</div> <div>CA 20</div>
TELEPORT	
CHARM	
SLEEP	
DEATH	
ELEMENT	Fire
NAME	Flaming Arrows
DESCRIPTION	-100HP to 1 enemy



## Golden Wing



LOCATION		Deserted Island	
LVL	42	EVA	83
HP	650	MAG	83
ATK	220	SPD	83
SKL	83	MDF	83
PDF	122	LUC	83
POTCH	1300		
ITEMS	Skin 10%		
COOKING	Lightning Rune Piece 10%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Golden Wolf



LOCATION		Nay Island	
LVL	30	EVA	53
HP	250	MAG	50
ATK	140	SPD	53
SKL	53	MDF	53
PDF	90	LUC	53
POTCH	500		
ITEMS	Bone 25%		
COOKING	Skin 25%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

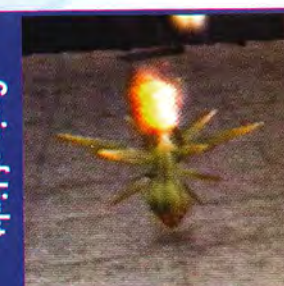
## Golem



LOCATION		Obel Ruins	
LVL	50	EVA	140
HP	5000	MAG	80
ATK	140	SPD	80
SKL	140	MDF	140
PDF	150	LUC	140
POTCH	10000		
ITEMS	Platinum 3%		
COOKING	Diamond 3%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Grain of Light



LOCATION		Fort El-Eal	
LVL	50	EVA	129
HP	427	MAG	129
ATK	210	SPD	129
SKL	129	MDF	129
PDF	207	LUC	129
POTCH	2500		
ITEMS			
COOKING			

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Hairball



LOCATION		Kingdom of Razril	
LVL	2	EVA	5
HP	20	MAG	1
ATK	5	SPD	5
SKL	5	MDF	5
PDF	2	LUC	5
POTCH	40		
ITEMS	Medicine 10%		
COOKING	Salad		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Ice Bird



LOCATION		Razril Ocean Area	
LVL	38	EVA	94
HP	318	MAG	94
ATK	188	SPD	94
SKL	94	MDF	94
PDF	120	LUC	94
POTCH	900		
ITEMS	Giant Bird's Feather 10%		
COOKING	Water Rune Piece 10%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Jelly Man



LOCATION		Obel Ruins	
LVL	24	EVA	47
HP	155	MAG	45
ATK	95	SPD	42
SKL	46	MDF	47
PDF	40	LUC	43
POTCH	450		
ITEMS	Antitoxin 5%		
COOKING			

STATUS AILMENTS	
RESISTANCES	<div> <div>35</div> <div>20</div> <div>20</div> <div>10</div> <div>30</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Jellyfish Man



LOCATION		Mordo Ocean Area	
LVL	29	EVA	40
HP	197	MAG	53
ATK	150	SPD	53
SKL	53	MDF	53
PDF	80	LUC	53
POTCH	400		
ITEMS	Lightning Rune Piece 5%		
COOKING	Stone of Skill 1%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Killer Fish



LOCATION		Razril Island Ocean Area	
LVL	36	EVA	60
HP	280	MAG	77
ATK	170	SPD	77
SKL	77	MDF	90
PDF	140	LUC	77
POTCH	800		
ITEMS	Scale 20%		
COOKING	Medicine 10%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Killer Fly



LOCATION		Nay Island	
LVL	28	EVA	52
HP	230	MAG	52
ATK	130	SPD	52
SKL	52	MDF	52
PDF	80	LUC	52
POTCH	350		
ITEMS	Wind Rune Piece 10%		
COOKING	Feather 15%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Killer Golem



LOCATION		Obel Ruins	
LVL	55	EVA	96
HP	12000	MAG	140
ATK	275	SPD	86
SKL	120	MDF	140
PDF	150	LUC	50
POTCH	30000		
ITEMS	Platinum 30%		
COOKING	Diamond 30%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## Killer Rodent



LOCATION		Obel Ruins	
LVL	23	EVA	36
HP	165	MAG	39
ATK	76	SPD	46
SKL	46	MDF	47
PDF	70	LUC	46
POTCH	380		
ITEMS	Stone of Skill 1%		
COOKING	Lightning Rune Piece 4%		

STATUS AILMENTS	
RESISTANCES	<div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> <div>20</div> </div>
ELEMENT	NAME
TELEPORT	CHARM
SLEEP	DEATH
DESCRIPTION	

## BESTIARY














## NORMAL

## NAVAL BATTLES














## BOSS &amp; SUB BOSS
















## Kouluk Archer

	LOCATION			Iliya Island			STATUS AILMENTS						
	LVL	35	EVA	78	RESISTANCES						TELEPORT	CHARM	
	HP	255	MAG	78		20	20	20	20	20			
	ATK	190	SPD	78					CM	CA	SLEEP	DEATH	
	SKL	78	MDF	100		20	20	20	20	20			
	PDF	120	LUC	78									
	POTCH	900											
ITEMS	Mega Medicine 10%												
COOKING	Meat Bun												
			ELEMENT		NAME		DESCRIPTION						
			Fire		Flaming Arrows		-100HP to 1 enemy						
			---		---		---						
			---		---		---						














## Kouluk Archer

	LOCATION		Iliya Island		STATUS AILMENTS								
	LVL	40	EVA	96	RESISTANCES						TELEPORT		CHARM
	HP	418	MAG	96		20	20	20	20	20			
	ATK	225	SPD	96					CM	CA	SLEEP		DEATH
	SKL	96	MDF	96		20	20	20	20	20			
	PDF	127	LUC	96									
	POTCH		1300		ELEMENT		NAME		DESCRIPTION				
					Fire		Flaming Arrows		-100HP to 1 enemy				
	ITEMS		Pot of Failure 5% Pot of No-Nal 2%		---		---		---				
	COOKING		Meat Bun		---		---		---				














## Kouluk Archer

	LOCATION		No-Nal Island		STATUS AILMENTS								
	LVL	41	EVA	82	RESISTANCES						TELEPORT		CHARM
	HP	290	MAG	82		20	20	20	20	20			
	ATK	200	SPD	82					CM	CA			
	SKL	82	MDF	82		20	20	20	20	20			
	PDF	115	LUC	82									
	POTCH		1100		ELEMENT		NAME		DESCRIPTION				
	ITEMS		Angel Statue 2% Voodoo Doll 5%		Lightning		Berserk Blow		-100HP to all enemies				
	COOKING		Meat Bun		—		—		—				
					—		—		—				














## Kouluk Archer

	LOCATION		Iliya Island		STATUS AILMENTS							
	LVL	42	EVA	100	RESISTANCES						TELEPORT	CHARM
	HP	433	MAG	100		20	20	20	20	20		
	ATK	235	SPD	100					CM	CA	SLEEP	DEATH
	SKL	100	MDF	100		20	20	20	20	20		
	PDF	130	LUC	100								
	POTCH	1100		ELEMENT		NAME		DESCRIPTION				
	ITEMS	Graffiti 5% "Abstract" 2%		Lightning		Berserk Blow		-100HP to all enemies				
	COOKING	Meat Bun										




















## Kouluk Archer

	LOCATION		Fort El-Eal		STATUS AILMENTS							
	LVL	48	EVA	100	RESISTANCES						TELEPORT	CHARM
	HP	433	MAG	100		20	20	20	20	20		
	ATK	240	SPD	100					CM	CA	SLEEP	DEATH
	SKL	100	MDF	100		20	20	20	20	20		
	PDF	130	LUC	100								
	POTCH	2200		ELEMENT		NAME		DESCRIPTION				
	ITEMS	Pot of Failure 5% Pot of No-Nal 2%		Lightning		Berserk Blow		-100HP to all enemies				
	COOKING	Meat Bun										














## Kouluk Archer

	LOCATION		Fort El-Eal		STATUS AILMENTS								
	LVL	52	EVA	96	RESISTANCES						TELEPORT		CHARM
	HP	500	MAG	96		20	20	20	20	20			
	ATK	255	SPD	96					CM	CA	SLEEP		DEATH
	SKL	96	MDF	96		20	20	20	20	20			
	PDF	140	LUC	96									
	POTCH		2400 <th colspan="2">ELEMENT</th> <th colspan="2">NAME</th> <th colspan="4">DESCRIPTION</th>		ELEMENT		NAME		DESCRIPTION				
			Graffiti 5%		Fire		Dancing Flames		-150HP to all enemies				
	ITEMS		"Abstract" 2%		---		---		---				
	COOKING		Meat Bun		---		---		---				














## Kouluk Captain

	LOCATION		No-Nal Island		STATUS AILMENTS														
	LVL	43	EVA	87	RESISTANCES						TELEPORT		CHARM						
	HP	350	MAG	87		20	20	20	20	20									
	ATK	215	SPD	87					CM	CA	SLEEP		DEATH						
	SKL	87	MDF	87		20	20	20	20	20									
	PDF	145	LUC	87		ELEMENT										NAME		DESCRIPTION	
	POTCH	1200		Earth		Clay Guardian		+30% Defense for 3 turns (all allies)											
ITEMS	Pot of Failure 5% Celadon Pot 1%		Water		Kindness Drops		Gain Hp, cure status ailments (single target)												
COOKING	Meat Bun																		














## Kouluk Captain

	LOCATION		Iliya Island		STATUS AILMENTS							
	LVL	45	EVA	100	RESISTANCES						TELEPORT	CHARM
	HP	530	MAG	138		20	20	20	20	20		
	ATK	216	SPD	138					CM	CA	SLEEP	DEATH
	SKL	138	MDF	138		20	20	20	20	20		
	PDF	190	LUC	138								
	POTCH		1500		ELEMENT		NAME		DESCRIPTION			
	ITEMS		Platinum 3% Gold Pot 1%		Earth		Clay Guardian		+30% Defense for 3 turns (all allies)			
					Water		Kindness Drops		Gain Hp, cure status ailments (single target)			
COOKING		Meat Bun										














## Kouluk Captain

	LOCATION		Fort El-Eal		STATUS AILMENTS															
	LVL	52	EVA	138	RESISTANCES						TELEPORT					CHARM				
	HP	521	MAG	138		20	20	20	20	20										
	ATK	250	SPD	138					CM	CA										
	SKL	138	MDF	138		20	20	20	20	20										
	PDF	180	LUC	138																
	POTCH		3000			ELEMENT		NAME			DESCRIPTION									
	ITEMS		Pot of Obel 5%			Lightning	Soaring Bolt			-600HP to single target										
			Gold Pot 1%			Water	Kindness Drops			Gain Hp, cure status ailments (single target)										
	COOKING		Meat Bun																	














## Kouluk Soldier

	LOCATION		Iliya Island		STATUS AILMENTS															
	LVL	35	EVA	78	RESISTANCES						TELEPORT					CHARM				
	HP	225	MAG	78		20	20	20	20	20										
	ATK	160	SPD	78					CM	CA	SLEEP					DEATH				
	SKL	78	MDF	78		20	20	20	20	20										
	PDF	146	LUC	78																
	POTCH		800			ELEMENT		NAME			DESCRIPTION									
	ITEMS		Mega Medicine 10%			Water		Breath of Ice			-100HP to all enemies									
	COOKING		Meat Bun																	

## Kouluk Soldier

	LOCATION		Iliya Island		STATUS AILMENTS							
	LVL	38	EVA	92	RESISTANCES						TELEPORT	CHARM
	HP	405	MAG	92		20	20	20	20	20		
	ATK	205	SPD	92					CM	CA	SLEEP	DEATH
	SKL	92	MDF	92		20	20	20	20	20		
	PDF	122	LUC	92								
	POTCH	1000		ELEMENT		NAME		DESCRIPTION				
	ITEMS	Graffiti 5% "Landscape" 2%		Water		Breath of Ice		-100HP to all enemies				
	COOKING	Meat Bun										

## Kouluk Soldier

	LOCATION		Iliya Island		STATUS AILMENTS															
	LVL	40	EVA	96	RESISTANCES						TELEPORT					CHARM				
	HP	418	MAG	96		20	20	20	20	20										
	ATK	210	SPD	96					CM	CA	SLEEP					DEATH				
	SKL	96	MDF	96		20	20	20	20	20										
	PDF	127	LUC	96																
	POTCH		1200			ELEMENT		NAME			DESCRIPTION									
						Fire		Flaming Arrows			-100HP to 1 enemy									
	ITEMS		Voodoo Doll 5%																	
			Good Luck Cat 2%																	
COOKING		Meat Bun																		

## BESTIARY

## NORMAL

## NAVAL BATTLES

## BOSS &amp; SUB BOSS

FIGHTING TIPS

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## Kooluk Soldier



LOCATION		No-Nal Island	
LVL	40	EVA	82
HP	289	MAG	82
ATK	210	SPD	82
SKL	82	MDF	82
PDF	120	LUC	82
POTCH	1000		
ITEMS	Graffiti 5% "Flower" 3%		
COOKING	Meat Bun		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	

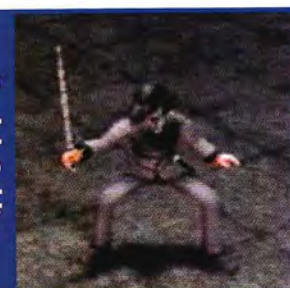
## Kooluk Soldier



LOCATION		Fort El-Eal	
LVL	48	EVA	96
HP	418	MAG	96
ATK	235	SPD	96
SKL	96	MDF	96
PDF	127	LUC	96
POTCH	2000		
ITEMS	Graffiti 5% "Landscape" 2%		
COOKING	Meat Bun		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Fire	Flaming Arrows	-100HP to 1 enemy	

## Kooluk Soldier



LOCATION		Fort El-Eal	
LVL	52	EVA	96
HP	500	MAG	96
ATK	260	SPD	96
SKL	96	MDF	96
PDF	137	LUC	96
POTCH	2400		
ITEMS	Voodoo Doll 5% Good Luck Cat 2%		
COOKING	Meat Bun		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Fire	Flaming Arrows	-100HP to 1 enemy	

## Kooluk Soldier



LOCATION		Fort El-Eal	
LVL	52	EVA	92
HP	500	MAG	92
ATK	245	SPD	92
SKL	92	MDF	92
PDF	135	LUC	92
POTCH	2400		
ITEMS	Mega Medicine 5% Pot of Razril 2%		
COOKING	Meat Bun		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Water	Breath of Ice	-100HP to all enemies	

## Kooluk Soldier



LOCATION		Fort El-Eal	
LVL	56	EVA	92
HP	600	MAG	92
ATK	260	SPD	92
SKL	92	MDF	92
PDF	160	LUC	92
POTCH	2600		
ITEMS	Pot of Failure 5% Pot of Nay 2%		
COOKING	Meat Bun		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Water	Breath of Ice	-100HP to all enemies	

## Land Dragon



LOCATION		Middleport Dungeon	
LVL	50	EVA	166
HP	5000	MAG	140
ATK	210	SPD	140
SKL	166	MDF	166
PDF	100	LUC	166
POTCH	8000		
ITEMS	Dragon's Bone 20% Dragon Scale 20%		
COOKING			

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Physical	Gale of Wind	Damages Single Party Member	
Lightning	Emerald Charge	Damages Single Party Member	
Wind	Summon Tornado	Damages Entire Party	

## Land Shell



LOCATION		Middleport Ocean Area	
LVL	50	EVA	150
HP	6000	MAG	150
ATK	150	SPD	150
SKL	150	MDF	150
PDF	150	LUC	150
POTCH	15000		
ITEMS	Pearl Shell 10% Hanging Scroll 1%		
COOKING			

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Physical	Ink Shot	Damages Single Party Member	
Fire	Storm	Damages Entire Party	
Physical	Crash Course	Damages entire party	

## Leviathan



LOCATION		Mountain Mass Ocean Area	
LVL	50	EVA	130
HP	5000	MAG	130
ATK	130	SPD	130
SKL	130	MDF	130
PDF	130	LUC	130
POTCH	8000		
ITEMS	Dragon Scale 10% Dragon's Bone 10%		
COOKING			

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Physical	Gale of Wind	Damages Single Party Member	
Lightning	Call Lightning	Damages Single Party Member	
Lightning	Call Thunderstorm	Damages Entire Party	

## Metal Crab



LOCATION		Deserted Island Ocean Area	
LVL	38	EVA	95
HP	1200	MAG	95
ATK	120	SPD	95
SKL	95	MDF	95
PDF	170	LUC	95
POTCH	3500		
ITEMS	Giant Crab's Shell 5% Platinum 5%		
COOKING	Salad		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Lightning	Static Shock	Damages Single Party Member	
Lightning	Static Storm	Damages Entire Party	

## Moss Behemoth



LOCATION		Deserted Island	
LVL	45	EVA	80
HP	2000	MAG	120
ATK	280	SPD	60
SKL	120	MDF	120
PDF	120	LUC	120
POTCH	2700		
ITEMS	Silk 5% Earth Rune Piece 10%		
COOKING	Steamed Bun		

STATUS AILMENTS		Silence 20%	
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	
Physical	Seismic Slam	Damages Entire Party	

## Mosquito



LOCATION		Limestone Island	
LVL	39	EVA	83
HP	289	MAG	83
ATK	175	SPD	83
SKL	83	MDF	83
PDF	122	LUC	83
POTCH	680		
ITEMS	Feather 30% Wind Rune Piece 10%		
COOKING	Salad		

STATUS AILMENTS		Confusion 10%	
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	

## Muddy Fish



LOCATION		Razril Ocean Area	
LVL	5	EVA	4
HP	16	MAG	6
ATK	10	SPD	6
SKL	6	MDF	6
PDF	8	LUC	6
POTCH	80		
ITEMS	Medicine 10% Scale 10%		
COOKING	Broiled Fish		

STATUS AILMENTS			
RESISTANCES	<div> </div>	TELEPORT	CHARM
	<div> </div>	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION	

## BESTIARY

## NORMAL

## NAVAL BATTLES

## BOSS &amp; SUB BOSS

FIGHTING TUTOR

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY



## Ogre Frog



LOCATION		Middleport Dungeon	
LVL	46	EVA	80
HP	1200	MAG	150
ATK	240	SPD	83
SKL	150	MDF	100
PDF	200	LUC	80
POTCH	2500		
ITEMS	Skin 30%		
	Frog's Skin 3%		
COOKING	Steamed Bun		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Cleave	Description		
			Damages Entire Party		

## Paradise Bee



LOCATION		No-Nal Island	
LVL	26	EVA	50
HP	190	MAG	51
ATK	125	SPD	50
SKL	50	MDF	50
PDF	80	LUC	50
POTCH	300		
ITEMS	Feather 10%		
COOKING	Salad		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Light Needles	Description		
			Damages Entire Party		

## Pearl Crab



LOCATION		Deserted Island	
LVL	15	EVA	14
HP	77	MAG	21
ATK	60	SPD	21
SKL	21	MDF	21
PDF	21	LUC	21
POTCH	340		
ITEMS	Shell 10%		
	Pearl 1%		
COOKING	Crab Bun		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Poison Breath	Description		
			Damages Single Party Member		

## Poison Bird



LOCATION		Middleport Dungeon	
LVL	45	EVA	94
HP	318	MAG	94
ATK	240	SPD	94
SKL	94	MDF	94
PDF	140	LUC	94
POTCH	950		
ITEMS	Feather 60%		
	Giant Bird's Feather 5%		
COOKING			

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Poison Breath	Description		
			Damages Single Party Member		

## Poison Lizard



LOCATION		Obel Ocean Area	
LVL	23	EVA	30
HP	230	MAG	44
ATK	75	SPD	30
SKL	45	MDF	45
PDF	67	LUC	45
POTCH	350		
ITEMS	Scale 30%		
COOKING			

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Poison Breath	Description		
			Damages Single Party Member		

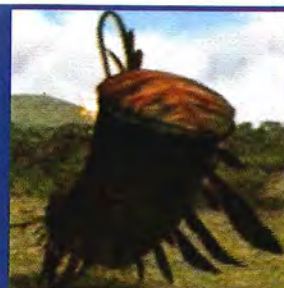
## Prophet



LOCATION		Fog Ship	
LVL	46	EVA	106
HP	700	MAG	106
ATK	106	SPD	106
SKL	106	MDF	100
PDF	106	LUC	106
POTCH	2000		
ITEMS	Silk 2%		
	Stone of Magic Def 2%		
COOKING	Salad		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Dark	Fissure	Description		
			Damages Single Party Member		
	Dark	Flamethrower	Damages Single Party Member		
	Dark	Unearthly Gaze	Damages Entire Party		

## Queen Sprout



LOCATION		Deserted Island	
LVL	46	EVA	80
HP	3000	MAG	94
ATK	160	SPD	94
SKL	94	MDF	94
PDF	100	LUC	94
POTCH	8000		
ITEMS	Silk 10%		
	Fire Rune Piece 5%		
COOKING	Salad		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Wind	Fatal Blossom	Description		
	Physical	Vacuum	Chance - Damages Entire Party		

## Red Ray



LOCATION		Iluya Ocean Area	
LVL	37	EVA	80
HP	330	MAG	135
ATK	160	SPD	115
SKL	135	MDF	135
PDF	110	LUC	135
POTCH	880		
ITEMS	Fire Rune Piece 10%		
	Pot of Nay 10%		
COOKING			

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Light Needles	Description		
			Damages Entire Party		

## Red Rodent



LOCATION		Kingdom of Obel	
LVL	23	EVA	40
HP	160	MAG	40
ATK	90	SPD	40
SKL	40	MDF	40
PDF	63	LUC	40
POTCH	400		
ITEMS	Stone of Strength 1%		
	Fire Rune Piece 4%		
COOKING	Steamed Bun		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Light Needles	Description		
			Damages Entire Party		

## Rock Crab



LOCATION		Pirate Island Ocean Area	
LVL	34	EVA	38
HP	203	MAG	48
ATK	153	SPD	68
SKL	48	MDF	48
PDF	100	LUC	48
POTCH	700		
ITEMS	Shell 30%		
	Seashell 30%		
COOKING	Crab Bun		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Light Needles	Description		
			Damages Entire Party		

## Rock Crab



LOCATION		No-Nal Island	
LVL	43	EVA	83
HP	289	MAG	83
ATK	225	SPD	83
SKL	83	MDF	83
PDF	138	LUC	83
POTCH	950		
ITEMS	Shell 30%		
	Stone of Defense 1%		
COOKING	Crab Bun		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Light Needles	Description		
			Damages Entire Party		

## Rodent Leader



LOCATION		Kingdom of Obel	
LVL	27	EVA	48
HP	183	MAG	45
ATK	85	SPD	48
SKL	48	MDF	20
PDF	80	LUC	48
POTCH	350		
ITEMS	Stone of Speed 1%		
	Wind Rune Piece 4%		
COOKING	Steamed Bun		

STATUS AILMENTS		TELEPORT		CHARM	
RESISTANCES	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20	20 20 20 20 20
ELEMENT	Physical	Light Needles	Description		
			Damages Entire Party		



## Royal Guard Archer



LOCATION		Fort El-Eal	
LVL	52	EVA	100
HP	500	MAG	100
ATK	275	SPD	100
SKL	100	MDF	100
PDF	140	LUC	100
POTCH	2600		
ITEMS	Silk 2% Angel Statue 2%		
COOKING	Meat Bun		

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	Lightning
NAME	Berserk Blow
DESCRIPTION	-100HP to all enemies
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Royal Guard Archer



LOCATION		Fort El-Eol	
LVL	56	EVA	96
HP	550	MAG	96
ATK	285	SPD	96
SKL	96	MDF	96
PDF	150	LUC	96
POTCH	3000		
ITEMS	Diamond 3% Celadon Pot 3%		
COOKING	Meat Bun		

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	Fire
NAME	Dancing Flames
DESCRIPTION	-150HP to all enemies
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Savage Frog



LOCATION		Deserted Island	
LVL	44	EVA	83
HP	2300	MAG	60
ATK	200	SPD	83
SKL	180	MDF	150
PDF	50	LUC	83
POTCH		2800	
ITEMS		Water Rune Piece 60%	
		Frog's Skin 10%	
COOKING		Steamed Bun	

STATUS AILMENTS	Stun 20%
RESISTANCES	20 20 20 20 20
ELEMENT	Physical
NAME	Cleave
DESCRIPTION	Damages Entire Party
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Savage Root



LOCATION	Iliya Island			
LVL	46	EVA	80	
HP	1000	MAG	94	
ATK	210	SPD	94	
SKL	94	MDF	94	
PDF	150	LUC	94	
POTCH	5000			
ITEMS	Silk 5% Stone of Luck 5%			
COOKING	Salad			

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	Fire
NAME	Flaming Spores
DESCRIPTION	Damages Entire Party
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Savage Sprout



LOCATION	Nay Island			
LVL	32	EVA	76	
HP	500	MAG	76	
ATK	116	SPD	76	
SKL	76	MDF	76	
PDF	130	LUC	76	
POTCH	2500			
ITEMS	Mixed Herbs 5% Silk 3%			

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	Fire
NAME	Flaming Spores
DESCRIPTION	Damages Entire Party
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Senior Knight



LOCATION	Kingdom of Razril			
LVL	8	EVA	13	
HP	46	MAG	13	
ATK	23	SPD	13	
SKL	13	MDF	13	
PDF	22	LUC	13	
POTCH	100			
ITEMS	—			
COOKING	—			

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	
NAME	
DESCRIPTION	
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Skeleton



LOCATION	Obel Ruins			
LVL	50	EVA	110	
HP	450	MAG	110	
ATK	260	SPD	110	
SKL	110	MDF	110	
PDF	130	LUC	110	
POTCH	1800			
ITEMS	Bone 100% Pot of Obel 25%			
COOKING				

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	
NAME	
DESCRIPTION	
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Snobby Shrew



LOCATION	Kingdom of Razril			
LVL	3	EVA	3	
HP	21	MAG	2	
ATK	6	SPD	6	
SKL	3	MDF	16	
PDF	2	LUC	6	
POTCH	30			
ITEMS	Graffiti 5% Master Graffiti 2%			
COOKING	Meat Bun			

STATUS AILMENTS	
RESISTANCES	20 20 20 50 20
ELEMENT	
NAME	
DESCRIPTION	
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Speckled Ray



LOCATION	Obel Ocean Area			
LVL	23	EVA	40	
HP	214	MAG	66	
ATK	126	SPD	50	
SKL	66	MDF	66	
PDF	70	LUC	66	
POTCH	340			
ITEMS	Earth Rune Piece 10% Pot of Failure 20%			

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	Physical
NAME	Needling Blast
DESCRIPTION	Damages Entire Party
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Spectral Leaves



LOCATION	Middleport Dungeon		
LVL	44	EVA	90
HP	316	MAG	90
ATK	225	SPD	90
SKL	90	MDF	90
PDF	130	LUC	90
POTCH	900		
ITEMS	Mega Medicine 15%		

STATUS AILMENTS	
RESISTANCES	20 20 20 20 20
ELEMENT	Physical
NAME	Leaf Barrage
DESCRIPTION	Damages Single Party Member
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Spiny Gecko



LOCATION	Iluya Ocean Area			
LVL	37	EVA	80	
HP	350	MAG	145	
ATK	170	SPD	80	
SKL	145	MDF	145	
PDF	115	LUC	70	
POTCH	1000			
ITEMS	Scale 20% Skin 20%			

STATUS AILMENTS	Poison 20%/Sleep 15%/Confusion 10%
RESISTANCES	25 25 25 25 25
ELEMENT	
NAME	
DESCRIPTION	
TELEPORT	
CHARM	
SLEEP	
DEATH	

## Stun Lizard



LOCATION	Iliya Island			
LVL	38	EVA	60	
HP	300	MAG	75	
ATK	170	SPD	80	
SKL	75	MDF	75	
PDF	110	LUC	75	
POTCH	850			
ITEMS	Scale 15% Lightning Rune Piece 10%			

STATUS AILMENTS	Stun 50%
RESISTANCES	20 20 20 20 20
ELEMENT	
NAME	
DESCRIPTION	
TELEPORT	
CHARM	
SLEEP	
DEATH	

BESTIARY

NORMAL













NAVAL BATTLES

BOSS &amp; SUB BOSS











## Tentacles



LOCATION			Middleport Ocean Area			STATUS AILMENTS							
LVL	45	EVA	100	RESISTANCES						TELEPORT		CHARM	
HP	1000	MAG	100		20	20	20	20	20				
ATK	100	SPD	100					CM	CA	SLEEP	DEATH		
SKL	100	MDF	100		20	20	20	20	20				
PDF	100	LUC	100										
POTCH	500												
ITEMS	Graffin 5% Seashell 10%												
COOKING													









## Thug



LOCATION		Kingdom of Razril		STATUS AILMENTS															
LVL	2	EVA	2	RESISTANCES						TELEPORT					CHARM				
HP	14	MAG	4		20	20	20	40	20	<div><div></div></div>					<div><div></div></div>				
ATK	5	SPD	4					CM	CA	SLEEP					DEATH				
SKL	2	MDF	12		20	20	20	10	20	<div><div></div></div>					<div><div></div></div>				
PDF	3	LUC	4																
POTCH		30		ELEMENT		NAME		DESCRIPTION											
				---		---		---											
ITEMS		Pot of Razril 2%		---		---		---											
		Pot of Failure 5%		---		---		---											
COOKING		Meat Bun		---		---		---											













## Trainee A



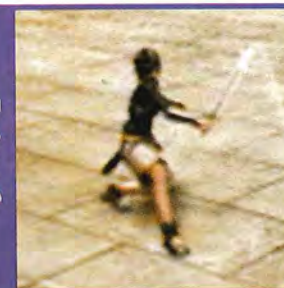
LOCATION		Kingdom of Razril		STATUS AILMENTS															
LVL	2	EVA	1	RESISTANCES						TELEPORT					CHARM				
HP	5	MAG	3		20	20	20	30	20	<div><div></div></div>					<div><div></div></div>				
ATK	3	SPD	1					CM	CA	SLEEP					DEATH				
SKL	1	MDF	3		20	20	20	20	20	<div><div></div></div>					<div><div></div></div>				
PDF	3	LUC	3																
POTCH	10																		
ITEMS	Medicine 2%																		
COOKING																			
ELEMENT		NAME		DESCRIPTION															









## Trainee B



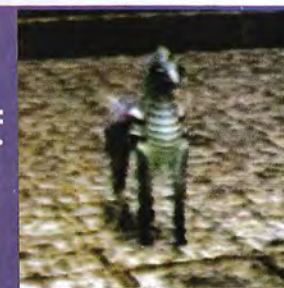
LOCATION		Kingdom of Razril		STATUS AILMENTS																														
LVL	2	EVA	2	RESISTANCES						TELEPORT					CHARM																			
HP	8	MAG	6		20	20	20	30	20																									
ATK	4	SPD	2					CM	CA	SLEEP					DEATH																			
SKL	1	MDF	6		20	20	20	20	20																									
PDF	3	LUC	6		ELEMENT										NAME										DESCRIPTION									
POTCH	10																																	
ITEMS	Medicine 2%																																	
COOKING																																		


























## Trainee C



LOCATION		Kingdom of Razril		STATUS AILMENTS															
LVL	2	EVA	1	RESISTANCES						TELEPORT					CHARM				
HP	5	MAG	3		20	20	20	30	20	<div><div></div></div>					<div><div></div></div>				
ATK	3	SPD	1					CM	CA	<div><div></div></div>					<div><div></div></div>				
SKL	1	MDF	3		20	20	20	20	20	<div><div></div></div>					<div><div></div></div>				
PDF	3	LUC	3																
POTCH	10																		
ITEMS	Medicine 2%																		
COOKING																			
ELEMENT		NAME		DESCRIPTION															
Water		Kindness Drops		Gain HP, cure status ailments (1 ally)															











































## Unicorn



LOCATION		Obel Ruins		STATUS AILMENTS														
LVL	23	EVA	50	RESISTANCES						TELEPORT		CHARM						
HP	153	MAG	50		20	20	10	35	30									
ATK	130	SPD	50					CM	CA	SLEEP		DEATH						
SKL	50	MDF	50		20	20	20	20	20									
PDF	66	LUC	50															
POTCH	420			ELEMENT		NAME		DESCRIPTION										
ITEMS	Unicorn's Horn 5% Stone of Speed 5%			Lightning		Lightning Blast		Damages Single Target										
				Lightning		Upheaval		Damages Entire Party										
COOKING																		













## Unicorn Zombie



LOCATION		Obel Ruins		STATUS AILMENTS															
LVL	51	EVA	103	RESISTANCES						TELEPORT					CHARM				
HP	600	MAG	103		20	20	30	35	30	       					       				
ATK	143	SPD	103							SLEEP					DEATH				
SKL	103	MDF	103		20	20	20	20	20	       					       				
PDF	120	LUC	103																
POTCH		1700 <th colspan="2">ELEMENT</th> <th colspan="2">NAME</th> <th colspan="10">DESCRIPTION</th>		ELEMENT		NAME		DESCRIPTION											
ITEMS	Unicorn's Horn 5%			Lightning	Dark Lightning	Damages Single Party Member													
	Stone of Magic 3%			Lightning	Dark Upheaval	Damages Entire Party													
COOKING																			

























## Wicked Hen



LOCATION		No-Nal Island		STATUS AILMENTS							
LVL	42	EVA	94	RESISTANCES						TELEPORT	CHARM
HP	318	MAG	94		20	20	20	20	20		
ATK	210	SPD	94					CM	CA	SLEEP	DEATH
SKL	94	MDF	94		20	20	20	20	20		
PDF	130	LUC	94								
POTCH		870		ELEMENT		NAME		DESCRIPTION			
ITEMS		Feather 30% Giant Bird's Feather 3%		Physical		Wicked Breath		Damages Single Party Member			
COOKING											

## Wild Crab



















LOCATION		Deserted Island		STATUS AILMENTS																															
LVL	17	EVA	18	<div>RESISTANCES</div> <table><tr><td></td><td>20</td><td></td><td>20</td><td></td><td>20</td><td></td><td>20</td></tr><tr><td></td><td>20</td><td></td><td>20</td><td></td><td>CM</td><td></td><td>CA</td></tr><tr><td>20</td><td>20</td><td>20</td><td>20</td><td>20</td><td>20</td><td>20</td><td>20</td></tr></table>			20		20		20		20		20		20		CM		CA	20	20	20	20	20	20	20	20	<div>TELEPORT</div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>				<div>CHARM</div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
	20		20				20		20																										
	20		20				CM		CA																										
20	20	20	20			20	20	20	20																										
HP	90	MAG	25			<div>SLEEP</div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>				<div>DEATH</div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>																									
ATK	65	SPD	25																																
SKL	25	MDF	25																																
PDF	25	LUC	25																																
POTCH		380		ELEMENT		NAME		DESCRIPTION																											
ITEMS		Shell 20% Seashell 30%																																	
COOKING		Crab Bun																																	

## Wild Leaves











LOCATION		Hermitage Island		STATUS AILMENTS	
LVL	36	EVA	54		
HP	160	MAG	54		
ATK	110	SPD	54		
SKL	54	MDF	54		
PDF	90	LUC	54		
POTCH	500				
ITEMS	Mega Medicine 15%				
COOKING					

RESISTANCES						TELEPORT		CHARM	
	20	20	20	20	20				
				CM	CA	SLEEP		DEATH	
	20	20	20	20	20				

ELEMENT	NAME	DESCRIPTION
Physical	Leaf Assault	Damages Single Party Member
_____	_____	_____
_____	_____	_____
_____	_____	_____











## Wild Seaweed



LOCATION		Razril Ocean Area		STATUS AILMENTS															
LVL	6	EVA	6	RESISTANCES						TELEPORT					CHARM				
HP	30	MAG	10		20	20	20	20	20	<div><div></div></div>					<div><div></div></div>				
ATK	15	SPD	8					CM	CA	SLEEP					DEATH				
SKL	6	MDF	10		20	20	20	20	20	<div><div></div></div>					<div><div></div></div>				
PDF	12	LUC	10							<div><div></div></div>					<div><div></div></div>				
POTCH		80		ELEMENT		NAME		DESCRIPTION											
ITEMS				Water		Leaf Volley		Damages Single Party Member											
COOKING																			

## Yellow Rodent



LOCATION			Kingdom of Obel			STATUS AILMENTS						Confusion 10%					
LVL	23	EVA	100	RESISTANCES													
HP	160	MAG	40		20	20	20	20	20								
ATK	80	SPD	40														
SKL	40	MDF	40		20	20	20	20	20								
PDF	63	LUC	40		20	20	20	20	20								
POTCH			330	ELEMENT		NAME		DESCRIPTION									
ITEMS			Stone of Defense 1% Earth Rune Piece 4%														
COOKING			Steamed Bun														

BESTIARY

NORMAL

NAVAL BATTLES

BOSS &amp; SUB BOSS

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA









BESTIARY



## NAVAL BATTLE ENEMIES













Gaian Soldier



LOCATION		ME106		STATUS AILMENTS															
LVL	44	EVA	70	RESISTANCES						TELEPORT					CHARM				
HP	480	MAG	100		20	20	20	20	20	<div><div></div></div>					<div><div></div></div>				
ATK	180	SPD	100					CM	CA	SLEEP					DEATH				
SKL	100	MDF	140		20	20	20	20	20	<div><div></div></div>					<div><div></div></div>				
PDF	130	LUC	100																
POTCH		670		ELEMENT		NAME				DESCRIPTION									
ITEMS																			
COOKING																			









Kooluk Soldier



LOCATION		ME069		STATUS AILMENTS							
LVL	31	EVA	65	RESISTANCES						TELEPORT	CHARM
HP	223	MAG	65		20	20	20	20	20		
ATK	145	SPD	65					CM	CA	SLEEP	DEATH
SKL	65	MDF	65		20	20	20	20	20		
PDF	110	LUC	65								
POTCH		200		ELEMENT		NAME		DESCRIPTION			
				---		---		---			
ITEMS		Medicine 10%		---		---		---			
				---		---		---			
COOKING				---		---		---			









Kooluk Soldier



LOCATION		ME080		STATUS AILMENTS							
LVL	35	EVA	78	RESISTANCES						TELEPORT	CHARM
HP	255	MAG	78		20	20	20	20	20	<div><div></div></div>	<div><div></div></div>
ATK	190	SPD	78					CM	CA	SLEEP	DEATH
SKL	78	MDF	100		20	20	20	20	20	<div><div></div></div>	<div><div></div></div>
PDF	120	LUC	78								
POTCH		200		ELEMENT		NAME		DESCRIPTION			
				---		---		---			
ITEMS		Medicine 10%		---		---		---			
				---		---		---			
COOKING		---		---		---		---			







































Kooluk Soldier



LOCATION		ME113		STATUS AILMENTS								
LVL	38	EVA	78	RESISTANCES						TELEPORT		CHARM
HP	255	MAG	78		20	20	20	20	20	<div><div></div></div>	<div><div></div></div>	
ATK	190	SPD	78					CM	CA	<div><div></div></div>	<div><div></div></div>	
SKL	78	MDF	100		20	20	20	20	20	<div><div></div></div>	<div><div></div></div>	
PDF	120	LUC	78									
POTCH	200			ELEMENT		NAME		DESCRIPTION				
ITEMS	Medicine 10%			_____		_____		_____				
COOKING	_____			_____		_____		_____				













Kooluk Soldier



LOCATION		ME126		STATUS AILMENTS																					
LVL	44	EVA	70	RESISTANCES						TELEPORT		CHARM													
HP	416	MAG	90		20	20	20	20	20																
ATK	180	SPD	90					CM	CA	SLEEP		DEATH													
SKL	90	MDF	90		20	20	20	20	20																
PDF	130	LUC	90																						
POTCH		200		ELEMENT		NAME		DESCRIPTION																	
				---		---		---																	
ITEMS		Medicine 10%		---		---		---																	
				---		---		---																	
COOKING		---		---		---		---																	
				---		---		---																	











Pirate Seaman



LOCATION		ME022		STATUS AILMENTS								
LVL	8	EVA	10	RESISTANCES						TELEPORT		CHARM
HP	80	MAG	10		20	20	20	20	20			
ATK	25	SPD	10					CM	CA	SLEEP		DEATH
SKL	10	MDF	50		20	20	20	20	20			
PDF	20	LUC	10									
POTCH		20		ELEMENT		NAME		DESCRIPTION				
ITEMS												
COOKING		Meat Bun										


















Pirate Seaman



LOCATION		ME021		STATUS AILMENTS									
LVL	12	EVA	38	RESISTANCES									
HP	12	MAG	38		20	20	20	20	20				
ATK	38	SPD	20										
SKL	22	MDF	38		20	20	20	20	20				
PDF	55	LUC	20		20	20	20	20	20				
POTCH		500		ELEMENT		NAME				DESCRIPTION			
ITEMS		Medicine 100%											
COOKING		Meat Bun											









Pirate Seaman



LOCATION		ME059		STATUS AILMENTS								
LVL	28	EVA	96	RESISTANCES							TELEPORT	CHARM
HP	318	MAG	96									
ATK	180	SPD	96				CM	CA			SLEEP	DEATH
SKL	96	MDF	96	20	20	20	20	20				
PDF	147	LUC	96									
POTCH		700		ELEMENT		NAME		DESCRIPTION				
				—		—		—				
ITEMS		Medicine 100%		—		—		—				
				—		—		—				
COOKING		Meat Bun		—		—		—				
				—		—		—				

Pirate Seaman

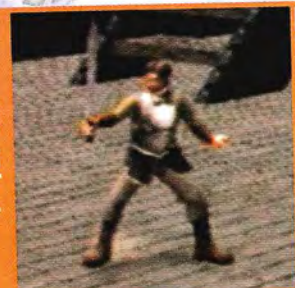


































LOCATION				STATUS AILMENTS															
LVL	44	EVA	90	RESISTANCES						TELEPORT					CHARM				
HP	416	MAG	90		20	20	20	80	20										
ATK	180	SPD	90					CM	CA	SLEEP					DEATH				
SKL	90	MDF	90		20	20	20	20	20										
PDF	130	LUC	90																
POTCH		200		ELEMENT		NAME				DESCRIPTION									
ITEMS		Mackerel Miso Stew 50%																	
COOKING		Meat Bun																	



# BOSSSES













??? (Glen)



LOCATION		ME002		STATUS AILMENTS						TELEPORT		CHARM		
LVL	6	EVA	2	RESISTANCES										
HP	?	MAG	14		20	20	20	20	20					
ATK	10	SPD	8					CM	CA					
SKL	10	MDF	10		20	20	20	20	20					
PDF	10	LUC	8		20	20	20	20	20					
POTCH	0													
ITEMS	—													
COOKING	—													
ELEMENT		NAME		DESCRIPTION										
—		—		—										
—		—		—										
—		—		—										













??? (Katarina)



LOCATION		ME002		STATUS AILMENTS						TELEPORT		CHARM	
LVL	6	EVA	8	RESISTANCES									
HP	?	MAG	20		20	20	20	20	20	SLEEP		DEATH	
ATK	5	SPD	7					CM	CA				
SKL	4	MDF	10		20	20	20	20	20				
PDF	5	LUC	6	ELEMENT		NAME		DESCRIPTION					
POTCH	0			Water		Kindness Drops		Gain HP, cure status ailments (1 ally)					
ITEMS													
COOKING													









Kidnapper



LOCATION		SE001		STATUS AILMENTS						TELEPORT		CHARM	
LVL	4	EVA	6	RESISTANCES									
HP	41	MAG	12		20	20	20	80	20				
ATK	8	SPD	8					CM	CA				
SKL	8	MDF	16		20	20	20	20	20				
PDF	18	LUC	6										
POTCH	200			ELEMENT		NAME		DESCRIPTION					
ITEMS	Mackerel Miso Stew 50% Pot of Rozril 100%			_____		_____		_____					
				_____		_____		_____					
				_____		_____		_____					
COOKING	_____			_____		_____		_____					











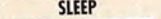
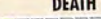
Kidnapper Underling



LOCATION		SE001		STATUS AILMENTS						TELEPORT		CHARM	
LVL	2	EVA	4	RESISTANCES									
HP	25	MAG	6		20	20	20	65	20				
ATK	4	SPD	4					CM	CA				
SKL	4	MDF	10	20	20	20	20	20					
PDF	12	LUC	4										
POTCH	40			ELEMENT		NAME		DESCRIPTION					
ITEMS	Medicine 10% Graffiti 30%			—		—		—					
COOKING	—			—		—		—					









Senior Knight



LOCATION		ME009		STATUS AILMENTS					TELEPORT		CHARM	
LVL	4	EVA	6	RESISTANCES								
HP	35	MAG	1		20	20	20	60	20			
ATK	14	SPD	8					CM	CA			
SKL	8	MDF	18		20	20	20	10	30			
PDF	10	LUC	12									
POTCH	0											
ITEMS												
COOKING												
ELEMENT			NAME		DESCRIPTION							













Senior Knight



LOCATION		ME009		STATUS AILMENTS							
LVL	4	EVA	4	RESISTANCES						TELEPORT	CHARM
HP	35	MAG	1		20	20	20	60	20	<div><div></div></div>	<div><div></div></div>
ATK	8	SPD	8					CM	CA	SLEEP	DEATH
SKL	8	MDF	18		20	20	20	10	30	<div><div></div></div>	<div><div></div></div>
PDF	6	LUC	12	ELEMENT		NAME		DESCRIPTION			
POTCH	0										
ITEMS											
COOKING											





























Damp Hairball



LOCATION		ME012		STATUS AILMENTS							
LVL	12	EVA	9	RESISTANCES						TELEPORT	CHARM
HP	200	MAG	8		40	20	20	40	20		
ATK	40	SPD	15					CM	CA	SLEEP	DEATH
SKL	9	MDF	35		20	20	20	20	45		
PDF	35	LUC	9	ELEMENT		NAME			DESCRIPTION		
POTCH	500			Water		Breath of Ice			-100HP to all enemies		
ITEMS	Pot of Razril 100%			_____		_____			_____		
COOKING	Salad			_____		_____			_____		











Pirate Brandeau



LOCATION			ME017		STATUS AILMENTS						TELEPORT		CHARM	
LVL	10	EVA	16	RESISTANCES										
HP	180	MAG	6		20	20	20	20	20					
ATK	45	SPD	26					CM	CA					
SKL	26	MDF	10		20	20	20	20	20					
PDF	20	LUC	26		20	20	20	20	20					
POTCH		250		ELEMENT		NAME		DESCRIPTION						
				Water		Kindness Drops		Gain HP, cure status ailments (1 ally)						
ITEMS				Fire		Flaming Arrows		-100HP to 1 enemy						
COOKING														









Assassin



LOCATION			ME017		STATUS AILMENTS						Poison 30%	
LVL	10	EVA	15	RESISTANCES						TELEPORT		CHARM
HP	168	MAG	20		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
ATK	28	SPD	20							SLEEP	DEATH	
SKL	20	MDF	10		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
PDF	10	LUC	20		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
POTCH		200		ELEMENT		NAME		DESCRIPTION				
				Physical		Flying Guillotine		Damages Single Target				
ITEMS		—		Physical		Caltraps		Damages Entire Party				
COOKING		—										









Pirate



LOCATION		ME024		STATUS AILMENTS							
LVL	10	EVA	15	RESISTANCES						TELEPORT	CHARM
HP	100	MAG	15		30	20	20	20	35	<div><div></div></div>	<div><div></div></div>
ATK	40	SPD	24					CM	CA	SLEEP	DEATH
SKL	15	MDF	28		20	20	20	20	20	<div><div></div></div>	<div><div></div></div>
PDF	22	LUC	24								
POTCH		150 <th colspan="2">ELEMENT</th> <th colspan="2">NAME</th> <th colspan="4">DESCRIPTION</th>		ELEMENT		NAME		DESCRIPTION			
				Wind		Wind of Sleep		Put all enemies to sleep.			
ITEMS		Maestro Graffiti 5%									
		Antitoxin 10%									
COOKING		Meat Bun									

Pirate



LOCATION		ME024		STATUS AILMENTS															
LVL	12	EVA	20	RESISTANCES						TELEPORT					CHARM				
HP	140	MAG	38		30	20	20	20	35	<div></div>					<div></div>				
ATK	55	SPD	20					CM	CA	SLEEP					DEATH				
SKL	38	MDF	22		20	20	20	20	20	<div></div>					<div></div>				
PDF	35	LUC	38		20	20	20	20	20	<div></div>					<div></div>				
POTCH		150 <th colspan="2">ELEMENT</th> <th colspan="2">NAME</th> <th colspan="10">DESCRIPTION</th>		ELEMENT		NAME		DESCRIPTION											
ITEMS		Medicine 10% "Flower" 5%																	
COOKING																			

BESTIARY

NORMAL













NAVAL BATTLES

BOSS & SUB BOSS














## Mysterious Shadow



LOCATION		ME026		STATUS AILMENTS															
LVL	1	EVA	0	RESISTANCES						TELEPORT					CHARM				
HP	1	MAG	0		0	0	0	0	0										
ATK	0	SPD	0					CM	CA	SLEEP					DEATH				
SKL	0	MDF	0		0	0	0	0	0										
PDF	0	LUC	0																
POTCH	0			ELEMENT		NAME		DESCRIPTION											
ITEMS																			
COOKING																			









## Colton



LOCATION		ME031		STATUS AILMENTS							
LVL	25	EVA	20	RESISTANCES					TELEPORT	CHARM	
HP	5350	MAG	155		30	30	30	30			
ATK	270	SPD	25					CM	CA	SLEEP	DEATH
SKL	30	MDF	155		30	30	30	30			
PDF	90	LUC	55	ELEMENT		NAME		DESCRIPTION			
POTCH	100			Water		Kindness Drops		Gain HP, cure status ailments (single target)			
ITEMS	Medicine 10%			—		—		—			
COOKING	—			—		—		—			















## ??? (Troy)



LOCATION		ME031		STATUS AILMENTS								
LVL	32	EVA	?	RESISTANCES						TELEPORT		CHARM
HP	?	MAG	?		20	60	60	60	60	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
ATK	?	SPD	?					CM	CA	SLEEP		DEATH
SKL	?	MDF	?		60	60	60	20	60	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
PDF	?	LUC	?	ELEMENT		NAME		DESCRIPTION				
POTCH	100			Wind	The Shredding		-300HP to all enemies					
ITEMS	Medicine 10%			—	—		—					
COOKING	—			—	—		—					









## Koobik Soldier



LOCATION		ME032		STATUS AILMENTS								
LVL	15	EVA	20	RESISTANCES						TELEPORT	CHARM	
HP	180	MAG	29		20	20	20	20	20			
ATK	50	SPD	20					CM	CA	SLEEP	DEATH	
SKL	20	MDF	29		20	20	20	20	20			
PDF	20	LUC	29	ELEMEN		NAME		DESCRIPTION				
POTCH	200			Earth	Clay Guardian+30%		+30% defense for 3 turns (all allies)					
ITEMS	Medicine 30%			—	—		—					
	Pot of Razril 10%			—	—		—					
COOKING	—			—	—		—					

## Water Dragon













LOCATION		ME035		STATUS AILMENTS							
LVL	21	EVA	20	RESISTANCES						TELEPORT	CHARM
HP	1300	MAG	33		30	30	20	10	35	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
ATK	33	SPD	20					CM	CA	SLEEP	DEATH
SKL	33	MDF	50		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
PDF	20	LUC	33								
POTCH	1000			ELEMENT	NAME				DESCRIPTION		
ITEMS	Dragon Scale 100%			Physical	Forceful Gale				Damages Single Party Member		
	Dragon's Bone 100%			Physical	Deadly Hurricane				Damages Entire Party		
COOKING				Lightning	Call Lightning				Damages Single Party Member		

## Boss Crab















LOCATION		ME043		STATUS AILMENTS					
LVL	36	EVA	20	TELEPORT					
HP	1300	MAG	20	CHARM					
ATK	50	SPD	20	SLEEP					
SKL	40	MDF	50	DEATH					
PDF	35	LUC	33						
POTCH	1000								
ITEMS	Giant Crab's Shell 100% Crab Bun 100%								
COOKING	—								

STATUS AILMENTS		RESISTANCES		ELEMENT		NAME		DESCRIPTION	
									
20	20	20	20	20	20	CM	20	20	20
20	20	20	20	20	20	20	20	20	20
Water		Violent Deluge				Water		Blast of Water	
Water		Hard Bubbles				Water			
—		—				—		—	













## Mysterious Shadow



LOCATION			ME044		STATUS AILMENTS																
LVL	1	EVA	0	RESISTANCES						TELEPORT					CHARM						
HP	1	MAG	0		0	0	0	0	0												
ATK	0	SPD	0					CM	CA	SLEEP					DEATH						
SKL	0	MDF	0		0	0	0	0	0												
PDF	0	LUC	0																		
POTCH	0			ELEMENT		NAME		DESCRIPTION													
ITEMS																					
COOKING																					













## Killer Ray



LOCATION		ME046		STATUS AILMENTS							
LVL	24	EVA	30	RESISTANCES						TELEPORT	CHARM
HP	900	MAG	30		20	20	20	20	20		
ATK	50	SPD	50					CM	CA	SLEEP	DEATH
SKL	30	MDF	25		20	20	20	20	20		
PDF	35	LUC	50	ELEMENT		NAME		DESCRIPTION			
POTCH	800			Water		Ray Beam		Damage Single Target			
ITEMS	Mega Medicine 100% Water Rune Piece 10%			Physical		Double Team		Damages Entire Party			
COOKING											









## Killer Ray



LOCATION		ME046		STATUS AILMENTS							
LVL	24	EVA	30	RESISTANCES						TELEPORT	CHARM
HP	850	MAG	50		20	20	20	20	20		
ATK	50	SPD	50					CM	CA	SLEEP	DEATH
SKL	40	MDF	50	5	20	20	20	20			
PDF	25	LUC	40	ELEMENT		NAME		DESCRIPTION			
POTCH	800			Water		Ray Blast		Damages Single Target			
ITEMS	Water Rune Piece 10%			Water		Ray Beam		Damages Single Target			
	Jizo Clock 100%			Physical		Double Team		Damages Entire Party			
COOKING											

## Guard













LOCATION		ME054		STATUS AILMENTS								
LVL	32	EVA	71	RESISTANCES						TELEPORT		CHARM
HP	1500	MAG	68		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
ATK	130	SPD	50					CM	CA	SLEEP		DEATH
SKL	71	MDF	69		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
PDF	100	LUC	73	ELEMENT		NAME		DESCRIPTION				
POTCH	1000			Lightning		Ray Shot		Damage Entire Party				
ITEMS	Platinum 100% Good Luck Cat 60%			Lightning		Light Web		Damages Single Party Member				
COOKING												















Guard



LOCATION			ME056		STATUS AILMENTS						TELEPORT		CHARM	
LVL	32	EVA	30	RESISTANCES										
HP	2000	MAG	85		20	20	20	20	20					
ATK	130	SPD	30					CM	CA					
SKL	50	MDF	73		20	20	20	20	20					
PDF	65	LUC	77											
POTCH		1500 <th colspan="2">ELEMENT</th> <th colspan="2">NAME</th> <th colspan="4">DESCRIPTION</th>		ELEMENT		NAME		DESCRIPTION						
ITEMS		Diamond 100%		Lightning		Ray Shot		Damage Entire Party						
		Iron Hammer 100%		Lightning		Light Web		Damages Single Party Member						
				Water		Repair		Heals Self						
COOKING				Physical		Pound		Damages Single Party Member						









Captain's Staff



LOCATION		ME058		STATUS AILMENTS																		
LVL	24	EVA	55	RESISTANCES						TELEPORT					CHARM							
HP	185	MAG	55		20	20	20	20	20													
ATK	130	SPD	55					CM	CA	SLEEP					DEATH							
SKL	55	MDF	55		20	20	20	20	20													
PDF	90	LUC	55																			
POTCH		200		ELEMENT		NAME				DESCRIPTION												
ITEMS		Medicine 100%																				
COOKING		Meat Bun																				













Captain's Staff



LOCATION		ME058		STATUS AILMENTS					TELEPORT		CHARM	
LVL	24	EVA	55	RESISTANCES						<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
HP	185	MAG	55		20	20	20	20	20			
ATK	130	SPD	55					CM	CA			
SKL	55	MDF	55	20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		
PDF	90	LUC	55									
POTCH		200		ELEMENT		NAME		DESCRIPTION				
ITEMS		Medicine 100%										
COOKING		Meat Bun										













Captain's Staff



LOCATION		ME058		STATUS AILMENTS															
LVL	24	EVA	55	RESISTANCES						TELEPORT					CHARM				
HP	185	MAG	55		20	20	20	20	20										
ATK	130	SPD	55					CM	CA	SLEEP					DEATH				
SKL	55	MDF	55		20	20	20	20	20										
PDF	90	LUC	55																
POTCH	200																		
ITEMS	Medicine 100%																		
COOKING	Meat Bun																		
ELEMENT		NAME		DESCRIPTION															





























































Captain's Staff



LOCATION		ME058		STATUS AILMENTS						TELEPORT		CHARM	
LVL	24	EVA	55	RESISTANCES									
HP	185	MAG	55		20	20	20	20	20				
ATK	130	SPD	55					CM	CA				
SKL	55	MDF	55	20	20	20	20	20					
PDF	90	LUC	55										
POTCH		200		ELEMENT		NAME		DESCRIPTION					
ITEMS		Medicine 100%											
COOKING		Meat Bun											















Captain's Staff



LOCATION			ME058		STATUS AILMENTS																	
LVL	24	EVA	55	RESISTANCES						TELEPORT					CHARM							
HP	185	MAG	55		20	20	20	20	20													
ATK	130	SPD	55					CM	CA													
SKL	55	MDF	55		20	20	20	20	20													
PDF	90	LUC	55		20	20	20	20	20													
POTCH		200 <th colspan="2">ELEMENT</th> <th colspan="3">NAME</th> <th colspan="10">DESCRIPTION</th>		ELEMENT		NAME			DESCRIPTION													
ITEMS		Medicine 100%																				
COOKING		Meat Bun																				









Captain's Staff



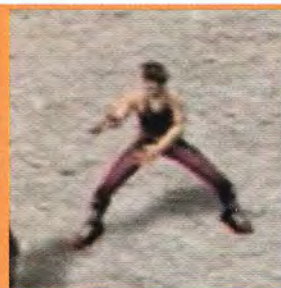
LOCATION		ME058		STATUS AILMENTS																
LVL	24	EVA	56	RESISTANCES						TELEPORT					CHARM					
HP	191	MAG	56		20	20	20	20	20											
ATK	140	SPD	56					CM	CA	SLEEP					DEATH					
SKL	56	MDF	56		20	20	20	20	20											
PDF	93	LUC	56																	
POTCH		200		ELEMENT		NAME		DESCRIPTION												
ITEMS		Medicine 100%																		
COOKING		Meat Bun																		











Mizuki



LOCATION		ME066		STATUS AILMENTS						Poison 30%											
LVL	34	EVA	68	RESISTANCES						TELEPORT						CHARM					
HP	600	MAG	68		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>						<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>					
ATK	170	SPD	120					CM	CA	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>						<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>					
SKL	80	MDF	78		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>						<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>					
PDF	100	LUC	68	ELEMENT		NAME		DESCRIPTION													
POTCH	470																				
ITEMS																					
COOKING																					













Akaghi



LOCATION		ME066		STATUS AILMENTS						Poison 30%									
LVL	34	EVA	68	RESISTANCES						TELEPORT					CHARM				
HP	600	MAG	68		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>					<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>				
ATK	180	SPD	60		 <th></th> <th></th> <th>CM</th> <th>CA</th> <th colspan="5">SLEEP</th> <th colspan="5">DEATH</th>			CM	CA	SLEEP					DEATH				
SKL	80	MDF	68		20	20	20	20	20	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>					<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>				
PDF	100	LUC	68																
POTCH	470							ELEMENT		NAME		DESCRIPTION							
ITEMS																			
COOKING																			

Brandeau's Shadow



LOCATION		ME070		STATUS AILMENTS						TELEPORT		CHARM	
LVL	1	EVA	0	RESISTANCES									
HP	1	MAG	0		0	0	0	0	0				
ATK	0	SPD	0					CM	CA				
SKL	0	MDF	0	0	0	0	0	0	0				
PDF	0	LUC	0	ELEMENT		NAME		DESCRIPTION					
POTCH	0												
ITEMS													
COOKING													



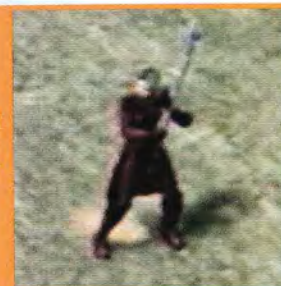
## Maxine



LOCATION	SE014
LVL	34
HP	2000
ATK	130
SKL	85
PDF	70
EVA	80
MAG	25
SPD	70
MDF	85
LUC	85
POTCH	1000
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Wind	Wind of Sleep	Put all enemies to sleep
Wind	The Shredding	-300HP to all enemies
Earth	Clay Guardian	+30% Defense for 3 turns (all allies)
Earth	Vengeful Child	Defend against magic once (1 ally)

## Maxine



LOCATION	SE028
LVL	39
HP	3000
ATK	170
SKL	80
PDF	140
EVA	85
MAG	25
SPD	90
MDF	120
LUC	80
POTCH	2000
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Wind	Healing Wing	HP/status ailments cured (1 ally)
Wind	The Shredding	-300HP to all enemies
Wind	Funeral Wind	-300HP to 1 enemy, 25% chance of death
Wind	Shining Wind	+300HP (all allies), -500HP (all foes)

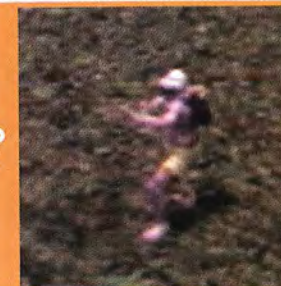
## Horned Behemoth



LOCATION	ME084
LVL	38
HP	700
ATK	175
SKL	100
PDF	112
EVA	90
MAG	122
SPD	122
MDF	122
LUC	90
POTCH	3000
ITEMS	Horn 100% Earth Rune Piece 100%
COOKING	Steamed Bun

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Physical	Seismic Slam	Damages Entire Party

## Gau



LOCATION	SE026
LVL	50
HP	2100
ATK	300
SKL	80
PDF	190
EVA	80
MAG	80
SPD	130
MDF	60
LUC	80
POTCH	500
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION

## Lo Hak



LOCATION	SE029
LVL	41
HP	1100
ATK	170
SKL	96
PDF	130
EVA	70
MAG	96
SPD	80
MDF	96
LUC	80
POTCH	5000
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Earth	Clay Guardian	+30% Defense for 3 turns (all allies)
Lightning	Berserk Blow	-100HP to all enemies

## Lo Fong



LOCATION	SE029
LVL	41
HP	1000
ATK	165
SKL	96
PDF	120
EVA	90
MAG	96
SPD	130
MDF	96
LUC	80
POTCH	5000
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Flaming Arrows	-100 to 1 enemy

## Lo Seng



LOCATION	SE029
LVL	42
HP	1300
ATK	180
SKL	96
PDF	150
EVA	70
MAG	96
SPD	90
MDF	96
LUC	80
POTCH	5000
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Flaming Arrows	-100HP to 1 enemy
Lightning	Berserk Blow	-100HP to all enemies
Wind	Wind of Sleep	Put all enemies to sleep

## Fog Ship Guide



LOCATION	SE040
LVL	50
HP	7000
ATK	127
SKL	128
PDF	120
EVA	128
MAG	128
SPD	128
MDF	128
LUC	128
POTCH	v
ITEMS	Diamond 100% Silk 100%
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Dark	Finger of Death	Drain 1 enemy's life energy
Dark	Call of the Abyss	Damages Single Target
Dark	Unholy Vortex	Damages Entire Party

## Moving Isle



LOCATION	ME090
LVL	43
HP	3500
ATK	120
SKL	95
PDF	100
EVA	95
MAG	95
SPD	80
MDF	130
LUC	95
POTCH	8000
ITEMS	Silk 100% Ocean Rune Piece 100%
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Physical	Ink Shot	Damages Single party Member
Fire	Storm	Damages Entire Party
Physical	Crash Course	Damages entire party

## Tentacle



LOCATION	ME090
LVL	40
HP	500
ATK	95
SKL	95
PDF	95
EVA	95
MAG	95
SPD	95
MDF	95
LUC	95
POTCH	800
ITEMS	—
COOKING	—

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION

FIGHTING 101

WALKTHROUGH

CHARACTERS

HEADQUARTERS

MINI-GAMES

ITEM DATA

BESTIARY

BESTIARY

NORMAL

NAVAL BATTLES

BOSS &amp; SUB BOSS



## Kooluk Soldier



LOCATION	ME095
LVL	40
HP	272
ATK	200
SKL	78
PDF	110
POTCH	1200
ITEMS	Graffiti 5% "Flower" 2%
COOKING	Meat Bun

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Wind	Healing Wing	HP/status ailments cured (1 ally)
Wind	The Shredding	-300HP to all enemies
Wind	Shining Wind	+300HP (all allies), -500HP (all foes)
Lightning	Berserk Blow	-100HP to all enemies

## Elite Soldier



LOCATION	ME100
LVL	44
HP	296
ATK	230
SKL	86
PDF	150
POTCH	1500
ITEMS	Pot of Failure 5% Pot of Nay 2%
COOKING	Meat Bun

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Lightning	Thunder Runner	-300HP to 1 enemy

## Scoundrel



LOCATION	SE041
LVL	40
HP	318
ATK	180
SKL	96
PDF	127
POTCH	500
ITEMS	Medicine 100% Master Graffiti 5%
COOKING	Meat Bun

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Dancing Flames	-150HP to all enemies

## Scoundrel



LOCATION	SE041
LVL	40
HP	318
ATK	180
SKL	96
PDF	127
POTCH	700
ITEMS	Medicine 100% "Flower" 5%
COOKING	Meat Bun

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Water	Breath of Ice	-100HP to all enemies

## Gaen Soldier



LOCATION	ME110
LVL	40
HP	380
ATK	210
SKL	100
PDF	100
POTCH	670
ITEMS	
COOKING	

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Flaming Arrow	-100HP to 1 enemy

## Gaen Soldier



LOCATION	ME110
LVL	40
HP	380
ATK	200
SKL	100
PDF	120
POTCH	670
ITEMS	
COOKING	

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Flaming Arrow	-100HP to 1 enemy

## Gaen's Shadow



LOCATION	ME117
LVL	1
HP	1
ATK	0
SKL	0
PDF	0
POTCH	0
ITEMS	
COOKING	

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION

## Graham Clay



LOCATION	ME127
LVL	50
HP	4000
ATK	230
SKL	130
PDF	120
POTCH	1000
ITEMS	
COOKING	

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Lightning	Thunder Runner	-300HP to 1 enemy
Earth	Forcefield	Increases defense
Fire	Killer Beam	Damages Single Target
Fire	Killer Beam	Damages Entire Party

## Giant Tree



LOCATION	ME130
LVL	70
HP	13000
ATK	250
SKL	160
PDF	120
POTCH	1000
ITEMS	
COOKING	

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Scorching Breath	Damages Entire Party
Water	Resurrection	Calls forth a Seed of Light
Physical	Deadly Wave	Damages Single Target
Physical	Holy Beam	Damages Entire Party
Wind	Exhausting Breath	Puts all enemies to sleep
Earth	Charge	Increases Magical Defense

## Seed of Light



LOCATION	ME130
LVL	50
HP	3000
ATK	150
SKL	68
PDF	68
POTCH	1000
ITEMS	
COOKING	

STATUS AILMENTS	TELEPORT	CHARM
RESISTANCES	SLEEP	DEATH
ELEMENT	NAME	DESCRIPTION
Fire	Incinerate	Damages Entire Party
Water	Photosynthesis	Heals Single Target





## SUIKODEN IV

OFFICIAL STRATEGY GUIDE

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## WALKTHROUGH & MAPS

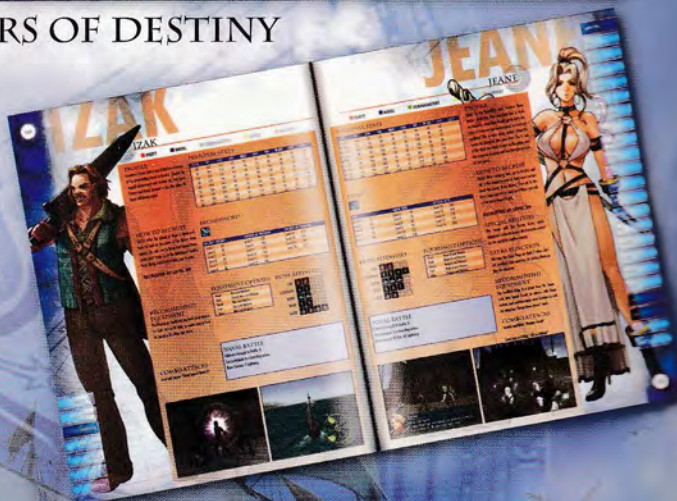
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